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COMPUTER PLAY

FREE! GAME OFFER PAGE 48

SPECIAL WARGAMER SECTION

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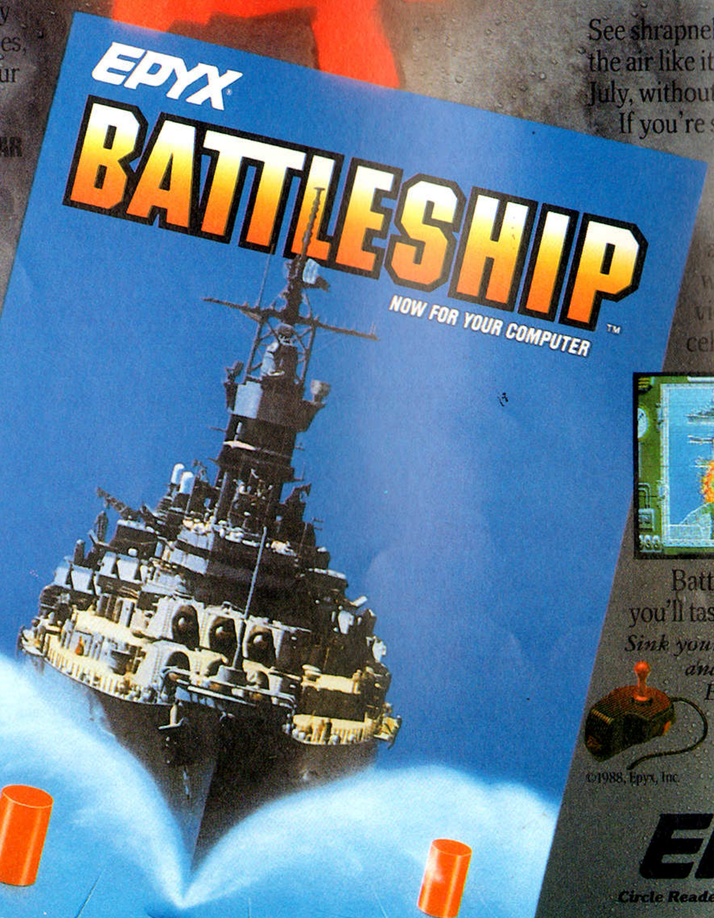

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ARCADIA

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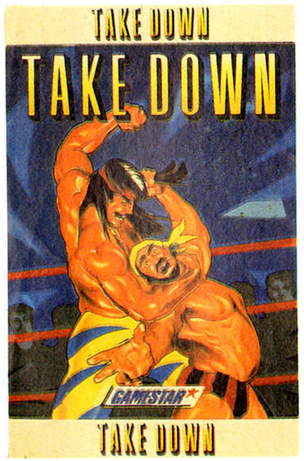

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ON THE COVER

The Legend of Blacksilver, new from Epyx, is an excellent role-playing game from the designers of the Questron series. See Page 8.

SPECIAL SECTION

Special Section.....Page 29
The Wargamers Desk Reference is a listing of most of the well known computer war games available (over 170). A Short History of War Games tells us how war gaming began, how it evolved, and where it's going. And there's also a look at the types of hardware that lend themselves to computer war gaming.

BREACH

"I was moving a squad of four of my best through the *kehst*-beridden jungles of Kiskismok, when suddenly Darrow's detector picks up what looks like a couple of life forms 50 meters out."

"'Nothin' but a couple of those brachiators,' he says to me. Just then Darrow takes it through the chest."

"We all drop into the mud, flipping through our helmet displays trying to find out where the shot came from when I hear this rumbling. More like I *feel* this rumbling. An' then there it is. A battle robot."

"Hsiang shoots the thing in its sensory grid with a bolt, but it doesn't do much good 'cause he's a psionic talent and they don't give 'em half-way decent guns. It starts tracking him with its dual guns and suddenly he takes some hot plasma too. Now it's just me and the kid, Yamaguchi."

"'Guchi,' I said, 'Direct your fire into the lifters so it can't move. These things are pretty lousy about protecting their undersides.' So like he was a vet of 20 drops, he rises to one knee and hits the thing right in the lifters. And then he does it twice more."

"'One battle robot: out of action,' he says. I toss an energy grenade at the hulk just to make sure and then we start the long job of carrying the boys north, where we know the landing boat'll be."

The Serayachi Campaign—Sgt. Robert Sherwood, FWSF *Ret.*

Breach is a single-player tactical-level combat game for one person. It features:

- Smooth animated movement and combat.
- Macintosh™ version includes digitized sound.
- The ability to lead squads of up to 20 marines.
- A campaign of several scenarios included with the game.
- Up to 40 opponents per scenario—ranging from vicious beasts to marines as intelligent and well-equipped as your own. Six different classes of opponents in all: marine, alien, beast, overlord, autogun, and battle robot.
- Equip your marines with 20 different types of objects—including rocket launchers, demolition charges, first aid kits, and cracking units to break into enemy computer systems.
- Four different classes of marine: marauder, infiltrator, scout, and psionic talent.
- Your squad leader is independent of any scenario—play **Breach** just like a role-playing game *or* as a single session wargame.
- Build-up your squad leader for special advanced training—all of his combat experience is saved!
- **Breach** includes a **Scenario Builder**—create your own scenarios or modify existing ones!
- Scenarios can have several different victory conditions which can be mixed together to form extremely complex battles.
- Additional scenario disks available soon!

Breach is available for the Atari ST, Macintosh, IBM, and Amiga. Photos are for the Atari ST version.

To order, visit your software dealer. For direct orders (VISA/MasterCard/COD), phone (203) 658-6917. To purchase by mail, send check, money order, or credit card information to Omnitrend Software, Inc., PO Box 733, West Simsbury, CT 06092. Cost is $39.95 plus $3.00 for shipping and handling.

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COMPUTER PLAY

Editor/Publisher
Tom Aikins

Associate Editors
Rusel DeMaria
Edda Higgins
Berdj Betchakdjian

Assistant Editor
Daniel Carr

Contributing Editors
JL Miller
Margot Comstock
Jim Fink
Rawson Stovall
John S. Manor
Fred Blechman
Dr. Michael W. Ecker
Mark DeCarlo
Cheryl Peterson
Russ Ceccola
Jeffery Scott Hall

Art Director
George

Production Manager
Rivka Bell

Chairman
Sol Cutler

President
Bob Cutler

Advertising Representatives

West Coast
George M. Carrick, Vice President
Western Media Sales, Inc.
50 W. Hillcrest Dr. # 215
Thousand Oaks, CA 91360
(805) 496-3500

Midwest
Mike Mooney, Gary Swiderski
The Pattis Group/3M
4761 W. Touhy
Lincolnwood, IL 60646
(312) 679-1100

East
Becky Akers, Erika Anderson
The Pattis Group/3M
310 Madison Ave.
New York, NY 10017
(212) 953-2121

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Computer Play Corporate Office
3321 W. Dempster
Skokie, IL 60076
312-679-3254

Editorial Office
2629 Manhattan Ave. # 232
Hermosa Beach, CA 90254
213-376-2224

Editor's Page

Looking Ahead to 1989

New Year's greetings from **COMPUTER PLAY**! We hope everyone is having a happy holiday season and finding plenty of leisure time to play computer games. Now that cold weather has arrived in most of the country (not here in California, thankfully) indoors is the place to be and what better way to while away the hours than in front of a computer screen with your favorite game booted up? Sounds good to us.

Since this is the start of a new year, it's a good time to take stock of where we've been and where we're going. This is the sixth issue of **COMPUTER PLAY** and we're just starting to feel really comfortable with where we're headed. That's not to say contented. We'll probably never be satisfied with what we've done--there's always room for improvement. But the basic framework has been established. We've accomplished what we set out to do and we're happy with our progress so far. There are more and more of you reading **COMPUTER PLAY** every month. There are also more and more people in the entertainment software industry paying attention to **COMPUTER PLAY** as well, as evidenced by the increasing number of ad pages we've carried in recent issues.

So now our goals are to continually reach more people each month and bring you more reviews and more news about the best entertainment software available on the market. You may have noticed in recent issues that our game reviews have been shortened and more games are now appearing in each issue and this trend will continue. Considering the number of games we receive each month, it was a necessary step. One reason that **CP** is, is that the industry as a whole is prospering. More companies are producing higher quality games than ever before--and selling them! According to the software publishers association, 208.5 million worth of entertainment software was sold at the retail level through the first nine months of 1988. That represents a 25.8% increase over 1987. That also represents a heck of a lot games. Six to seven million perhaps? Obviously, the number of computer game players is increasing at a rapid rate, or that the game players out there are buying more games, or both. In either case, the industry is growing which will encourage software publishers to invest more money in research and development, and that is good news for all game players.

Along with the sales boom, the industry is also experiencing a technological boom. Simply put, the games keep getting better: better sound, better graphics, better programming. It's a continual process and we're excited about seeing what's new at the Consumer Electronics Show which will be held in Las Vegas the first week of this month. The CES is traditionally a time for software manufacturers to strut their newest stuff for industry buyers. So we'll see what's new and hot and let you know about it as soon as possible.

In the meantime, keep the home fires burning, and your computer screens glowing, and we'll see you again next month.

Letters & hints

Send letters to the editor to: Computer Play, 2629 Manhattan Ave. #232, Hermosa Beach, CA 90254

Hints from subLogic

We have been swamped with phone calls from owners of Microsoft Flight simulator version 3 concerning that the product will not support SubLOGIC Scenery Disks.

The following infirmation is crucial for loading and operating Scenery Disks with Flight Simulator and applies to Europe Scenery Disk as well as Scenery Disks #1-#7, Japan and San Francisco.

Although Flight Simulator's manual does not include any reference to Scenery Disk support outside a mention on page 75, a "readme.doc" file on the disk itself does explain the procedure for converting a Scenery Disk to a scenery file and loading the file to a hard disk.

You can load a Scenery Disk in either of two ways: as a copy protected disk from drive A or as a scenery file loaded into the same hard disk subdirectory as Flight Simulator. To load the scenery disk from drive A, you first need to load Flight Simulator from the hard drive or a floppy drive (preferably on drive B but you can operate both from drive A in a pinch).

When you are positioned for take-off press [Shift-E] to bring up the Scenery Library menu. Choose from option 1 (Floppy disk in Drive A) or the number associated with the scenery file you wish to use. Then invoke the NAV/COM menu and choose selection A to set your position within the scenery area.

This should have Flight Simulator soaring through the scenery in no time. Of course if further assistance is required, the SubLOGIC customer support deparment can be reached, toll free outside Illinois at (800) 637-4983 or (217) 359-8482 within the state.

Thanks for helping to get the word out.
Deb Israel
SubLOGIC

John Elway

This letter is in reference to your review in Computer Play magazine of JOHN ELWAY'S QUARTERBACK. I am asking you to change your rewiew, because, JOHN ELWAY'S QUARTERBACK was found by me to be easy to control and master. I understand you are trying to write an objective review, but your review appeared to be less than objective.

The selling price at my local software outlet was found to be $29 and not the $44 listed in your review.

Having tried both SUPER SUNDAY and JOHN ELWAY'S QUARTERBACK, I think that you can't compare them because JOHN ELWAY'S QUARTERBACK is, for me, easier to use and understand. I also found the graphics (on a Hercules graphics card) to be on a higher scale.

Please put a new review in December or January's issue.
Brian Frank
Levittown, PA

Some Suggestions

Here are a few suggestions on how to improve the ratings system in the back of your magazine.

As far as I can tell there seems to be a bias, or accidental preference toward the adventure, and role playing games. Sports games, on the other hand, don't seem to fare as well.

Even though there might not be a quick fix to this problem, these ideas might help. For instance if a reviewer is putting a basketball game through the motions, then he/she should compare that game with other basketball games. One other idea might be to let the readers send in ratings cards that would be in each issue.

One last way I would suggest would be to have the reviewers work in groups and average the rating out.

By adding the results of the reader ratings cards to the averaged results of the group review averages, you might come up with a consistent analysis of the software.
Ron Brooks
Jacksonville, FL

More Hints Please

When I first saw Computer Play I said to myself "this is just what I've been waiting for". I've read the issues I have several times and still can't get enough. I would like to ask you to add to your hints section since my whole life (almost) revolves around my games.

I have the game Zak McKracken and the Alien Mindbenders, which you reviewed. I'm having trouble opening a big red door on Mars. Can you help?
Kelly Konechny
Winnipeg, Canada

Any hints for Kelly? Send them in.

The Right Man for the Job

Wow, I am impressed with your Flight Simulator reviews. It was very well done because you assigned someone who knows flight simulators. Although I wondered why you put Falcon AT on the cover if you were not going to review it. (So what if "the graphics is so good," it's confusing!)

I am requesting that you stop reviewing just on IBM. I know very well that America belongs to IBM, but there are still a lot of Apples, Ataris, and Commodores out there. Just because it is the same game doesn't mean it's the same quality on the other machines. People are going to be very unhappy when they discover the excellent game you review on the IBM is less than satisfactory on an Apple.

May I offer a solution? You can review all your games on the IBM, but review versions on the other computers afterward. Since you are familiar with the game already, it shouldn't be too hard to detect the differences. You can then list those differences in your reviews.

Thank you for reviewing Gato for the Atari 8-bit, even though it was a terrible game. I hope you'll continue to review games for the Atari 8-bit.

I was so impressed with your magazine (and the bribe of a free "Tomahawk" game. It's the best deal I've seen yet, and as a flight simulator nut, I just had to get it. It's not in the store yet for the Atari 8-bit.) that I subscribed. I hope you won't disappoint me (remember, no more IBM only reviews).
Paul Siu
Darby, PA

No Easy Answer

I just bought your October issue of Computer Play magazine and I am very satisfied with the way the magazine looks and approaches the various subjects.

Reading through the Editor Letters section, I was pleased with the offer you are making to help us, if we are stuck with very specific problems. I would like to take advantage of it by describing to you what my problem is:

I am currently, with my two sons, playing the Ultima IV adventure game, it is a wonderful game and we just love it. So far we have progressed through without a hint, but now we are stopped.

In Abyss when the mystic voice asks us: "What is the one thing which encompasses and is the whole of all undeniable truth, unending love, and unyielding courage?" We just don't the answer, and worse, we cannot find it. The closest we came is in Cove when we talk to the four persons around the fire, one of them says that he studies the "One thing that is the secret to the Codex", but he won't say what it is. As far as all the other citizens are concerned, we could not find any relevent information in Cove or anywhere else in the realm.

It is getting to be very frustrating and we are open to any suggestions to solve this question, specially since we have already bought Ultima V and would like to start it with the same party we have in Ultima IV.

We are anxiously awaiting your reply. Many thanks in advance.
Rejean Courtemanche
P. Quebec, Canada

If any of our readers know the answer to the Ultima IV question, please send it in and we will publish it.

Not Enough

I have just recently subscribed to your magazine and I think it's great! Your game reviews are the best I've ever seen in any computer magazine. I'm a computer game addict, and your reviews help me greatly when I'm wondering which game to buy. I also like the fact that you include Nintendo games in the magazine even though the Nintendo system is not a "bona fide" computer system. As a reader in the November issue wrote, it's nice to be able to learn about games that one day may cross over to computers.

The only complaint I have about your magazine is that there's not enough of it. So I wish you nothing but success, and prosperity.
Arturo Borches
Miami, FL

Copy Kat

This letter is in reference to Rusel DeMaria's article on 'No Copies Please' (9/88, pg 6) regarding the Nocopi International's supposedly copy proof paper that prevents copy machines from duplicating game documentation.

I quote from John Dvorak's article from PC Magazine. "It can't be copied!" I laughed. Within a few minutes after returning to my office, I was able to copy it by using an inexpensive Chinon scanner to scan it into PC Paintbrush, where it was turned into black and white hard copy-intact! I think I won the bet. Scanners are amazing.

Another one bytes the dust.
Benjimin Dover
Evanstown, IL

Industry News & Views

By Rusel DeMaria

As I write this, companies are beginning to send out their Christmas releases, and many new titles will have just hit the shelves as you read this. At the same time, future developments hold great promise for gamers of all ages.

For instance, LucasFilm Games (which is now merged with George Lucas' techno-miracle team, Industrial Light and Magic) is working on something I consider may represent the next step in computer gaming. It will be a special shoping mall, and the LucasFilm Luminair Center in Houston, Texas which will feature state-of-the-art interactive games. This isn't going to be your ordinary coin-op arcade, however. Look for these games to be something you've never experienced before. But before you book your flights to Houston, you might want to realize that the Luminaire Center won't be in full swing until some time in 1992. I'll try to pry some of the Center's secrets out of the LucasFilm developers as the months progress.

In other news, Capcom has announced a deal with LucasFilm to produce Nintendo titles based on some of Lucas' movies. No titles were mentioned so far, but the prospect is intriguing. Capcom also announced the release of their first of four Disney games--**Mickey Mousecapade**, marking the first entry of the venerable rodent (he's 60 years old already) into the computer game world. Kids will like this game for obvious reasons, but so should parents since it is a non-violent game. However, Capcom isn't ignoring violence in their current releases. **Bionic Commando** for Nintendo will be a high action game where you must infiltrate enemy lines in a future world with big problems, defeat untold numbers of enemies, and eventually disable the invading force. Capcom is also coming out with **1943**, a sequel to their **1942** hit. On the computer game side, **Street Fighter**, is coming for various machines, and so is **Bionic Commando**, which will debut on the C64 and the PC.

People at Spectrum Holobyte are spreading their wings. They've contracted to provide a line of low cost flight trainers for the military. Working with Perceptronics, a military contractor, they will provide the software for a line of flight trainers based on their powerful **Falcon AT** simulator. The trainers will range from simple desktop trainers to full sit-in mini-domed simulators utilizing up to 4 micros and networkable with up to ten trainees on-line. Spectrum also announced a version of Falcon for the Atari ST and promised to continue to produce quality simulations in 1989.

I don't know how many of you remember **Castle Wolfenstein** and **Robot Wars**, but, chances are if you have been around computer games for a long time, these titles should ring a bell. If not, suffice it to say that they were among the classic games that came from Muse Software. Muse has had a checkered history, but it's new owner, Jack Vogt, wants us to know that he plans to bring Muse back into the mainstream with a steady diet of new titles as well as continuing support for many existing Apple II and C64 games. We wish him luck, and will let you know about his game releases as soon as we can.

Cinemaware is planning to distribute a car racing game based on a 60's scenario. It was originally developed by a Canadian developer, Michael Bate, and should be out around the second quarter of 1989. Also, around the same time, we can look forward to two new TV Sports titles to follow the release of **TV Sports Football**.

Other big news for Nintendo fans: Both **Super Mario Bros. II** and **Legend of Link**, should now be available. These long awaited titles are just hitting the stores (with Mario ahead of Link), and we'll have more to tell you about them very soon. Nintendo also announced a new game, **Anticipation**. This game is aimed more at the adult market and, from what we understand, it will draw pictures on the screen while players attempt to identify them. It sounds a little like the current TV show Win, Lose or Draw, though I'm sure it will be somewhat different. Anyway we'll just have to wait and see.

Also, Nintendo is releasing a new package which includes the Power Set, a special controller designed for active participation. The Power Set, sold to Nintendo by Bandai, is actually a set of controls that you stand and jump on. It will be used for excercise and sports related titles like **Bandi's Athletic World**. We'll take a more complete look at this new peripheral device soon.

Speaking of Bandi, whose two current Nintendo hits are **Galga** and **Xevious**, a new game is coming that sounds like a classic. **Dr. Jekyll and Mr. Hyde** will place you in the role of the misguided doctor. In the role, you will have to make it to the church in time to get married, but along the way, your evil half will send you into a demon-infested hell. You'll have to battle your way repeatedly back to the real world, always keeping the good doctor ahead of his evil twin.

Sega, after some slow months, has released a fairly hefty list of new titles: **Shinobi**, **Monopoly**, **Thunderblade**, **Phantasy Star**, **Miracle Warriors**, **Spy vs Spy**, **Kenseign**, and their version of **Double Dragon**. Ending on December 31st is their promotion which will supply a free Double Dragon to purchasers of a new Sega system or those who purchase 3 titles from a selected list.

Electronic Arts is busy, as always. One of their big releases currently is Double Dragon for the PC. This Arcadia title is the first computer game release of the ever-so-popular coin-op and Nintendo game. Also coming are **Sidewinder**, **Heroes of the Lance** and **Pool of Radiance** for the PC, **Reach for the Stars** for Amiga, **Risk**, for C64 and probably for the PC, new ports of **Deathlord**, **Mars Saga**, **Caveman Ugh-Lympics**, **Modem Wars**, **Skate or Die**, **Jordan vs Bird**, **Zany Golf**, **Strike Fleet**, **Wasteland**, **Demon Stalkers**, **Bard's Tale II**, and **Earl Weaver Baseball** (including a 1988 stats disk and a new version of the program coming up for the PC featuring improved graphics and easier play for first time participants). Also coming: **Power Play Hockey:USA vs USSR**, **John Madden Football**, for the Apple II, **Attack Sub** for the PC (and featuring full support for VGA graphics), and **Pro Beach Volleyball** for the PC. Electronic Arts is also releasing their EA Mouse for the PC which will be bundled with **Deluxe Paint**. This mouse has been extensively tested and we are looking forward to seeing one of them.

Epyx is also busy. **California Games** is coming out on the Amiga, **Street Sports Soccer** and **Street Sports Football** on the Apple II, **The Games:Winter** on Apple II and Amiga; **Sporting News** on PC, **Impossible Mission II** for the Apple II and IIGS, **Battleship** for the PC and Amiga, and coming up, **Mindroll** for the C64, Amiga, and PC. Mindroll is a puzzle game featuring ten different levels of difficulty. Also coming are **Space Station Oblivion** for Atari ST and Amiga, **Legend of Blacksilver** for PC, **TechnoCop** for PC, Apple II, C64, Amiga, and Atari ST. Finally, in January, Epyx plans to release **Art and Film Director** for the Apple IIGS. This combination paint and animation program sounds intriguing, and we're looking forward to seeing it.

Accolade has announced a fun contest, their Play by Play Sweepstakes. The winner will be able to attend a sporting event with his or her choice of announcers, choosing from among such greats as Chick Hearn of the L.A. Lakers, Marv Albert, and several others. The contest runs until March.

Accolade has also announced **Train: Escape to Normandy**, which is a historically based adventure that takes place on a train bound from Nazi Germany to France. Not only do you have to smuggle back a trainload of stolen art treasures, but you must fight off numerous enemy attacks along the way. To make things even harder, you must conrol the train itself. If you don't keep it stoked and running right, you'll be marooned somewhere in route, and lose the game. Accolade is also releasing **Rack-em** for the PC, **Bubble Ghost** for the IIGS, **Mean 18** for the Mac, **Fast Break** (3 on 3 basketball), **TKO** (a new boxing game, first for the C64, then for PC), **Gran Prix** for C64, **Jack Nicklaus Golf** for IIGS, and **Team Construction** disks for **4th and Inches** (PC, Amiga, and Mac).

Broderbund should be finally shipping **Star Wars**, a faithful rendition of the popular coin-op game based on the Lucas film. As a bit of splash, they've added a music chip in the packaging so you can press a point on the box and hear the famous Star Wars theme music. Also, the cover art was done by Ralph McQuarrie, one of the original Star Wars artists. Other titles include **Where in the World is Carmen Sandiego**, for the IIGS, and **Carmen USA**, for the Mac. Also, **Arcade Game Construction Kit**, a new do-it-yourself game kit for the C64, **Space Racer**, **Ancient Art of War at Sea** for the Mac, **Karateka**, for the Atari ST, and a new version of **Downhill Challenge**.

Discovery is excited about the **Sword of Sodan**, originally coming out on the Amiga, then for the IIGS. This game uses 4 megabytes of graphics and sound files and features characters the full size of the screen during some sequences. Also coming: **Zoom!** for the PC, **Sceptre** for the Mac, and Mac **Story Teller** (a do-it-yourself story machine -- you supply the words, it makes the story).

Mindscape should be shipping **Colony** for the PC. Colony on the Macintosh has been a big hit, and is an intriguing game.

Tradewest will be announcing some new titles in January at the Consumer Electronics Show, but they did tell me that **John Elway's Quarterback** is going to be put on a Nintendo cartridge.

Mastertronic is busy. In addition to their **Double Dragon**, **Sidewinder**, and **Barbarian** which are being published by Electronic Arts, they have coming up a new soccer simulation which will be first seen in coin-ops, then later for home machines; **Pub Games** for PC (darts and pool), **Obliterator** for the PC (by the makers of Barbarian), **Aaargh!** for the IIGS, **Quarterback** for the Apple II, **Turbo Champions**, **Raw Recruit**, and **Street Fighting Man**. And finally (being Tolkien fans), we eagerly await the release of **War in Middle Earth** for PC, Amiga, Atari ST, and IIGS.

Konami firmed up its announcement about hand held games naming **Double Dribble**, **Contra**, **Gradius**, **Teenage Mutant Ninja Turtles**, and possibly **Top Gun** or another flying game as their first hand-held releases with one game still to be determined. Also coming: **Skate or Die** and **Blades of Steel**; and **Bayou Billie** for Nintendo (not till about September 1989). Their most recent release for Nintendo was **Jackal**, a fast-paced action game in which you must save trapped soldiers behind enemy lines while blasting an imaginative assortment of enemies on land, air and sea.

Koei expects to ship their next title, **Genghis Kahn**, and the rumor is that their next release will be a sequel to the popular **Romance of the Three Kingdoms**.

Taito has released **Arkanoid** for the PC, Apple II, IIGS, and Atari ST. Also, **Bubble Bauble** for Amiga and ST, **Operation Wolf** for C64, Amiga and ST, **Renegade** for the PC, and **Sky Shark** for the C64.

360 Pacific is releasing **Thud Ridge** for the Atari ST, **Warlocks** for PC, Mac, and C64; **Dark Castle** for IIGS; and **Harpoon**, a complex naval fleet simulation that features an intelligent assistant as your helper, if you need him. The higher the level of play, the less you rely on your assistant. Also, 360 Pacific has announced that they will NOT be releasing a PC version of **Beyond Dark Castle** because they want to concentrate on their own original titles.

From MicroIllusions, look for various versions of **Fairy Tale Adventure** on different systems over the next few months, also, **Fire Power** for the PC, C64, and, later, on the Mac. **Romantic Encounters at the Dome** should be just about out now for the Mac and look for the first of MicroIllusions Hanna-Barbera titles--**Scooby Doo** on the PC and the C64 in the coming month or so.

Origin Systems has some excitement planned. **Ultima IV** is due out soon on the Amiga and the Mac, while **Ultima III** is coming out on a Nintendo cartridge. Apparently, Nintendo had to do some redesign on the cartridge to accomodate the massive amount of information needed for Ultima III.

And on that note, we say goodbye to 1988 and look forward to the next year of fantastic entertainment. Given what has been done this past year, we can only feel considerable excitement about what's coming.

WIZARDRY·V
HEART OF THE MAELSTROM

LOSE YOURSELF IN A NEW GENERATION OF WIZARDRY!

The Legacy Continues ...

Despite the greatest magic of the ancient High Sages, great floods, earthquakes and famine again pervade the land of Llylgamyn. The great Orb of L'Kbreth, an artifact of remarkable power that has protected the city for generations, is powerless to halt the scourge.

But now, the Sages have discovered that the hidden reason is deeper and more frightening than the worst of these disasters. To save the very world as we know it, you, and your intrepid party must rush headlong into the ...

Heart of the Maelstrom

Heart of the Maelstrom is a complete revision of the Wizardry Gaming System, with more story and game depth than ever before. You may create your own party of adventurers, or use characters from other Wizardry scenarios. In this new world of Wizardry, you will find:

New Mazes

More than twice the size of previous scenarios, with larger monster pictures, magical pools, buried treasure, locked doors and much, much more.

New Abilities

Thief and Ninja characters that can hide, then ambush unsuspecting monsters. Spellcasters can conjure monsters to fight for your party.

New Spells

Over 40 brand new spells, 60 in all. A unique and totally new magic system.

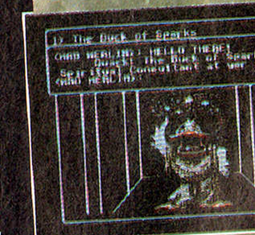
New Combat System

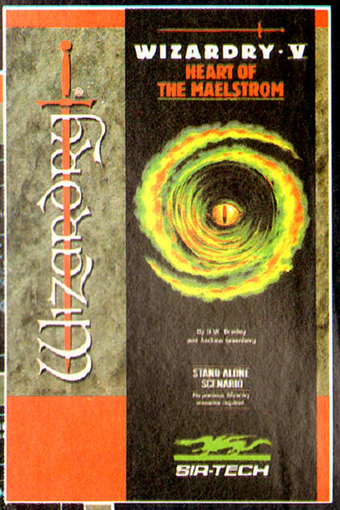
Diabolical monsters with more deadly abilities than ever before, and an arsenal of ranged weapons and new combat situations will test your strategic powers as well as your strength.

New Monster Encounters

Converse, buy, sell, trade, steal, or stand and fight in a dungeon filled with real characters.

For the most exciting experience available in fantasy role-playing, enter Heart of the Maelstrom!





Now available for:
- Apple II Series (5¼ inch only)
- MS-DOS machines (3½ inch and 5¼ inch)

Screens from Apple II version of the game. Screens for other systems may vary.

STAND-ALONE SCENARIO

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Sir-tech Software, Inc.
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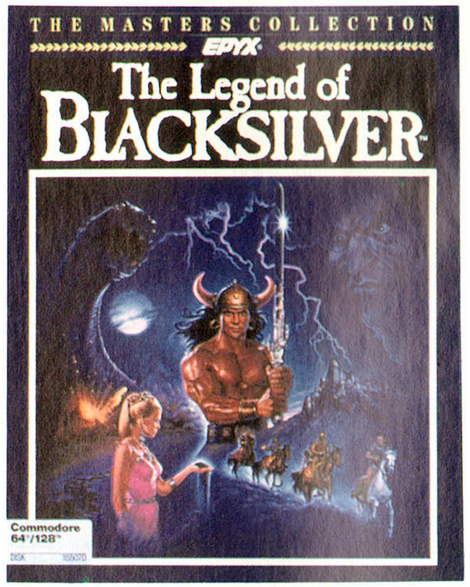
Wizardry!
PLAY IT TO THE HILT!

Circle Reader Service Number 19.

The Latest in Fantasy Role-Playing

By Cheryl Peterson



For anyone who has played and enjoyed the Dougherty brothers previous fantsy role-playing adventure games, **Legend of Blacksilver** is a must buy. Charles and John have created a game that tops any of their earlier works (**Questron**, **Questron II**, **Legacy of the Ancients** and **Temple of Apshai**). **Legend of Blacksilver** requires days to complete and takes your character from being an obscure peasant to a strong and faithful warrior. You must defeat a host of hedious monsters and explore countryside, castles, temples, towns and dungeons to find and defeat the wicked Minon. Many small quests must be completed along the way to locating Minon and defeating him.

Game commands can be entered through the keyboard or with a joystick. A menu in the upper left of the screen is used to enter commands with the joystick. The user interface is identical to their earlier games, so those already familiar with the keyboard commands layout will not need to relearn keystrokes. To repeat the last command, you need only hit the fire button or the return key.

The final scenario is almost impossible to complete without a joystick, so you should have one plugged in even if you prefer to use the keyboard like I do. There are also a couple of sub-games that are easier to play with the joystick. These help you to increase your attributes, so you'll want to do well. If you get tired of walking around the countryside hacking and slashing at everything in sight, you can take an "arcade" break. Just be sure to bring lots of gold because like any other "penny arcade" you can spend a lot of "quarters" in a short period of time.

You are not alone in your quest since there are others who will offer help and guidance to you along the way. Not everyone you meet in the game is an adversary. In fact, there is no way to win the game without getting help from key characters.

As with other fantasy role-playing games, you start out with a character who has the most minimal of statistics. These determine your character's survival abilities; strength, endurance, dexterity, intelligence and charisma. Your statistics can be improved by completing minor quests or by participating in challenges. In some cases, your statistics may be decreased and you will have to find out how to overcome whatever negative effects have robbed you of points.

You also start out with cheap armor and no weapon. Obtaining a weapon is your first quest. Throughout the game you'll be improving your armaments. Many of the best weapons must be claimed by performing some kind of quest. Getting the magic sword to defeat Minon is one of the game's toughest tasks.

The countryside is populated with monsters and humanoids. Humanoids may be convinced to help you if you converse with them. Monsters can sometimes be spotted in advance and be avoided, but since defeating monsters is a prime source of income, you'll want to run only from those situations that could get you killed. Certain terrain areas cannot be crossed without the assistance of climbing gear. Obtaining the gear is one of the early quests in the game. Storming castles requires having a rope and pulley, which you will also have to find.

Towns offer food, weapons, armor and games of chance. You can try your hand at blackjack, heigh-low and dragon wheel. Dragon wheel is an interesting form of slot machine in which you can actually lose up to 10 times the amount you bet. Better be sure you have plenty of gold for this one.

Two levels of magic spells are sold in different shops in several of the towns. Once you've become sufficiently skilled, you can purchase boats in some of the towns. You can also earn a living by carrying packages from one town to another or by workig for a day at one of each town's merchantile establishments.

The banks employ an "interesting" concept that could revolutionize the industry. They will allow you to borrow money at interest. Yes, you must pay back more than you borrowed at the end of the "loan period". And money depsited in the bank earns interest. Of course, the primary use for the bank is to put your money in safekeeping in case you get killed.

13 ►

[LUCASFILM ON THE ART AND SCIENCE OF ENTERTAINMENT.]

COMBAT FLYING IS PURE SCIENCE. UNTIL THE ENEMY SHOWS UP.

"My first burst of tracers skimmed the Val's tail. Just as I corrected my aim, he dove. I stuck like glue to his plane, taking it apart by bits and pieces. Suddenly, he pulled up and bailed through the shattered canopy. Moments later, the Val exploded..."

IF YOU'VE EVER FLOWN a PC, you know how it can simulate every nuance of an airplane's performance envelope. And if you concentrate hard enough on the instruments, you'll soon learn what the limits are.

But when you're making a torpedo run at an enemy flattop, with flak blowing by your canopy and two Zeroes chewing up your tail, all that goes out the window. And you learn to fly by the seat of your pants.

That's the idea behind *Battlehawks 1942*,™ the new WWII naval air combat simulator from Lucasfilm Games. Besides the intellectual challenge of mastering six classic carrier planes, you get the white-hot rush of diving into some very hairy situations.

RELIVE HISTORY. OR REWRITE IT.

Battlehawks 1942 gives you an authentic pilot's eye view — from both sides — of four battles that turned the tide in the Pacific. As an American carrier pilot, you'll fly Wildcat fighters, Dauntless dive bombers and Avenger torpedo bombers. From the Japanese side, you'll fly Zeroes, Vals and Kates.

You'll tighten up your combat skills in a dozen training missions, then fly more than 30 real ones, from the Coral Sea to the Santa Cruz Islands.

EVEN THE THEORY IS REAL.

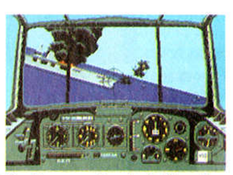
The technical detail and historical depth of *Battlehawks 1942* are bound to satisfy the most hard-core simulation buffs. Everything has been exhaustively researched, right down to the optimum airspeed and attack angle for dropping torpedoes.

"In early 1942, American planes were no match for my Zero. I was a hawk in a flock of geese — soaring, looping, pouncing, destroying. I was truly saddened for the brave men in those sluggish planes. All too soon, the planes got better..."

1942 feel like the real thing. To a man, they said make it *intense*.

So instead of polygon-block graphics, we use high-resolution, digitally-rendered images. Ships and planes look almost photographic. Bombs and torpedoes explode in infernos of flames and smoke. The feeling, as one veteran pilot put it, is like flying into a beehive.

And that's where the science leaves off, and the fun starts.



Bombing a moving ship half a mile below, diving at 250 mph and dodging flak, can be a little tricky.

Your Wildcat's heavier armor and guns win in a shootout, but watch out if a Zero gets on your tail.

Flight characteristics and instruments are authentic. So are weapons and enemy tactics. About the only feature that isn't authentic is something combat pilots never dreamed of. An instant replay camera.

GROUND SCHOOL IT ISN'T.

We asked WWII pilots how to make *Battlehawks*

LUCASFILM™ GAMES

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Circle Reader Service Number 20.

Timeless Game with a New Twist

By Russ Ceccola

Chess is a timeless game that has been and always will be the favorite of many strategy-oriented gamers. It has been reflected in numerous board game versions, from magnetic travel sets to The American Civil War chess set and everything in between. Similarly, chess has been translated into many computer and video game systems. I would venture to say that chess programs are the most abundant of any one game program type for personal computers. Yet, better and better chess programs are released every year. The problem with chess is that it is very difficult to write a program that can't be beaten by someone who is very good at the game. Once an inconsistency is found in the program, it can be used to the player's advantage. A new chess program from the now-independent publisher Interplay doesn't try to hit the heights in play smarts, but instead looks at chess from an entirely different perspective.

Perhaps taking their cue from the Star Wars scene in which Chewbacca and C3PO are playing some form of intergalactic chess game with moving three-dimensional holographic images or the Archon games that featured a chess-like environment with creatures that have different movement and attack features as combatants, Interplay has used the full power of the Amiga to create an animated chess game. Yes, that's right, a colorful, animated chess game that acts out the piece captures on-screen. Now that the shock has hit you and passed, you'd better stop laughing. Gamers fall in either one of two categories- those who find chess boring and too long to play and those who find the game intriguing and intellectually demanding. I'm somewhere in the middle. I like to play chess, but will not spend countless hours memorizing every move ever made by the best Russian chess players or some such nonesense. Instead, I like to pick a partner and play a game or two of serious, "nobody-make-any-noise" chess every now and then. In the absence of a partner, I turn to a computer.

There are those computer versions of chess that claim to beat the best in international chess and leave all other chess programs behind. At least a couple of those come out every year. For the most part, rated chess players have no problem fooling the computer into making stupid moves and beat them easily afterwards. Some programs have held their own against human experts, but all break under pressure. Until the point when true artificial intelligence is developed and then incorporated into a chess program, these games will serve only to give players stimulating practice in chess until they discover the program's weaknesses. **Battle Chess** makes no such claims. Instead, Interplay seems to have avoided all of that hype and instead developed a chess game that really reenacts the events associated with the original idea for chess.

Chess is a wargame of sorts in which players move around a game board pieces that represent soldiers in an army and members of a king's court, with the idea that the player must overcome his enemy's army and kingdom. The rules are very simple and described well in the game manual for **Battle Chess**, but since chess tournaments have taken all of the feeling out of chess and left only mechanics, the player forgets what the pieces represent. This is not the case anymore, for Interplay has taken the game of chess and restored it to the splendor [or should I spell it "splendour"] of medieval Europe, replete with medieval characters and an atmosphere of that era of time.

There are two modes in which you can play **Battle Chess**: 3-D mode and 2-D mode. The two-dimensional game is the traditional game of chess, using graphics that are very similar to those you see in representations of chess puzzles and board setups in newspapers and books respectively. One difference that makes the two-dimensional mode of chess a lot less realistic is the color of the pieces. In the 3-D game, the figures are colored brightly to fully represent their side, using either red or blue as their main color in dress [with blue corresponding to the standard black pieces and red corresponding to white pieces in traditional chess]. That's all right for the 3-D game, but I would have much rather preferred that the designers used black and white on the 2-D screen so that the player gets full benefits from the program-truly traditional chess in addition to the highly unique idea. I guess the artist just got graphics-happy after designing the 3-D mode and decided to keep colors consistent in the 2-D mode so that people wouldn't become confused when they switched back and forth between modes.

You can move back and forth instantly between viewing modes of the game, but I noticed one problem with the 2-D version. When **Battle Chess** thinks about what move it would like to make, it takes no disk access time, just thinking time, to make a choice. Instead, the only disk access that you will see is when the program has to animate the characters during combat. However, in the 2-D mode, I noticed that the thinking time is about the same, but it still takes just as long to make a move. The computer accesses the disk as if there were animation it had to make on the screen - a truly poor programming situation. This should be remedied in future versions of the game, because when someone wants to play a simple game of chess, disk access is not desirable.

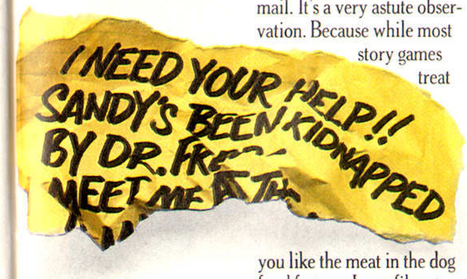
The 3-D mode of **Battle Chess** is truly a marvelous event. When I first heard about the program, I envisioned the Star Wars scene.

12 ►

NEW HOPE FOR BATTERED STORY GAMERS.

"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

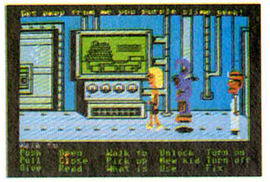
That's more than great fan mail. It's a very astute observation. Because while most story games treat you like the meat in the dog food factory, Lucasfilm story games treat you like a human being who just wants some good clean fun.



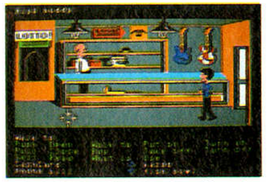
The fun starts with an engaging plot, hot graphics and tasty puzzles. But what keeps it going is a unique design that lets you play the game instead of fighting the computer.

THE NO-TYPING INTERFACE.

Today's story games evolved from text adventures. The interface, in most cases, remained in the swamp.



In *Maniac Mansion*,® a movie-style "cut-scene" quickly establishes the characters' personalities.



Just three "clicks," and you'll send *Zak McKracken*™ over to the pawn shop counter to buy a pair of nose glasses.

With conventional story games, whenever you want your character to do something, you type. And type. And type.

Suppose you want to pick up a green leafy object. Well, you might try typing, "pick up plant." If that doesn't work, you might try "bush," "shrub," "tree," and so on. After a while, you might try a different form of entertainment.

Not with Lucasfilm's new "point 'n' click" interface, though. All the words you need are right on the screen. Just click the cursor on them to choose characters, objects, and actions.

Now you can play an entire fifty hour game without typing a single word. Or putting your life on hold until you realize the green leafy thing is a... plastic fern.

MORE STORY. LESS GORY.

Most story game designers seem to think people love to get clobbered.

We don't. After all, how much fun can it be to have a fatal accident every three and a half minutes... then reload your saved game, take a few timid steps forward, and save it again. Seems more like paranoia than entertainment.

That's why Lucasfilm story games make it downright difficult to die. Oh, you'll get into major hot water all right, but you'll have the fun of getting out of it, too.

LET'S GET CRAZY TOGETHER.

Just pick up a copy of *Maniac Mansion*,® the comedy thriller about a kidnapped cheerleader, a very mad scientist, and a hilariously creepy rescue mission.

Or *Zak McKracken And The Alien Mindbenders*,™ where you and a seedy tabloid journalist save the world from space aliens who want us all to have the IQs of turnips.

You'll love the twisty plots and the goofy characters. You'll crack up constantly with the zany one-liners and sight gags. And you'll go just a little crazy with the mind-bending puzzles.

Crazy, but nicely crazy.

LUCASFILM GAMES™

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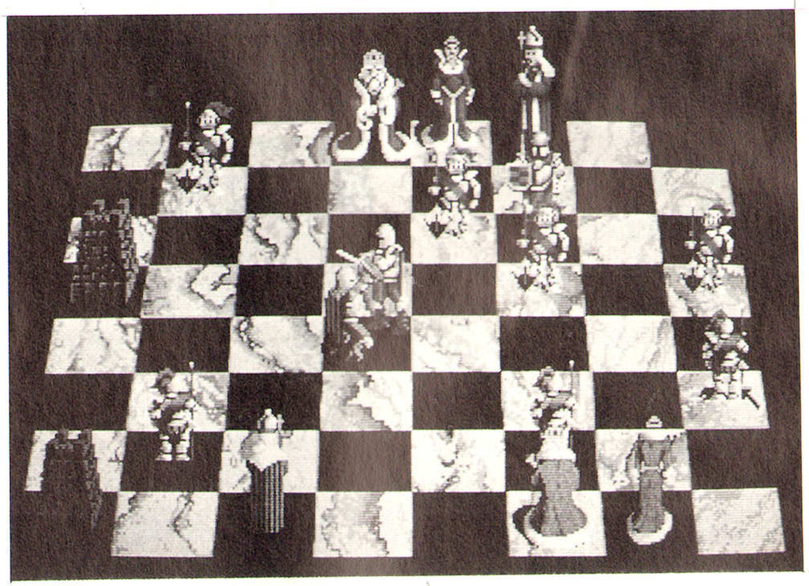
Circle Reader Service Number 21.

◀ 10

Ironically, for once my anticipations for a game are exactly the same as the real thing. The graphics are beautiful in **Battle Chess** and the battles between pieces are amazingly well-animated. I set up my own games just so that I could see each piece battle every other piece and the results made me both laugh and open my mouth in awe. You move the pieces by selecting the square of the piece you wish to move with a click of the mouse and then clicking on a valid destination square for a piece. Each piece has its own unique walk and combat patterns and will move to the chosen location. If there is an enemy piece there that you've captured, a battle takes place on the actual game board. If a piece blocks a Knight's way, they stand aside as he passes. All of the pieces represent thier chess names.

The Rook is by far my favorite animated chess piece in **Battle Chess**. It turns into a stone monster and moves extra slow with booming steps. When it captures a piece, it laughs and then bonks it on the head. When it gets captured, it crumbles away into nothing. The Queen is also a really neat piece. She is a beautiful lady who can hurl a fireball to capture an opponent's piece. When attacked, she turns her back, gets hit from behind and falls with her dress hiked up around her waist. The King is just very stately and slow. The Bishop holds his head high and moves in short steps. The Knights and Pawns are soldiers with swords and they fight it out on the board duels. In any case, **Battle Chess** is an interesting concept that fully met my expectations as far as battles go. Each combination of pieces that occupy a square fight differently, with a lot depending on the attacker. If you try a lot of different chess techniques, you'll see most of the battle combinations.

The graphics and sounds are so good that you may stop trying to think about playing chess and instead try to see all of the combinations. This is the problem of **Battle Chess**. There is more attention given to the graphics of the game. The graphics are nice, but at the heart of the game is also good chess strategy on the part of the computer. The program claims an opening library of over 30,000 moves, lets you take back a move, save games, set up chess games of your own, force a move on the part of the computer, play one of nine difficulty levels and set a maximum thinking time for a player. You can set a maximum thinking time up to 10,000 minutes [about 7 days]. I don't know about you, but I'm not going to leave my computer on for seven days.



The program seems to use the brute force approach to making choices for computer moves. The difficulty levels are different in that each gives more time to the computer and you to think about a move. That does not qualify as difficulty in my book. Difficulty should be how much a program can plan strategy rather than just rank possible moves and pick the best one, as **Battle Chess** seems to do. I broke the game out of some opening patterns and beat it when it would make a certain move. I think the designers skimped on the chess ability of the program with the move-ranking system it probably uses and devoted more of their time to designing the graphics. It's still true that **Battle Chess** plays a good game of chess, but the attention was obviously focused on the graphics and sounds.

In addition to the neat graphics capabilities and other options, you can play **Battle Chess** over a modem with a friend if you so desire. This is again another feature designed to attract buyers. It's possible that I just got lucky with Battle Chess, but I beat it a few times in the middle difficulty levels-it would take an expert to really rate **Battle Chess** for difficulty. In any case, **Battle Chess** is a strong overall package for the chess lover. The graphics are very detailed, down to the cherubs who bring down the "menu banner," not menu bar, from the top of the screen and the small statue of The Thinker sitting on a computer terminal that shows up when the computer is evaluating moves. The sounds are very good and the interface easy to master. Overall, I would give a good rating to the designers who tried to revive chess into its classical implications, using the power that only 16-bit machines have.

Name: BATTLE CHESS
Type: Traditional
Format: Amiga
Publisher: Interplay Productions
Designers: Interplay Productions
Ages: 10 and above
 # Players: One or two (with modem)
Price: $49.95

Ability Level:	***Intermediate***
Packaging:	***Average (6)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Very Good (9)***
Playability:	***Very Good (9)***
CP RATINGS:	***8.70***

Circle Reader Service Number 12.

◀ 8

One nice fact about the game -- when you get killed you don't lose everything. Usually you'll lose one set of armor, a good weapon, your most valuable treasure item and most of your gold and food. For some reason though, when you are resurrected you get an extra hit point bonus temporarily taking you to your maximum hit points plus 50% more.

Temples house some interesting people and items. Residents in the temples offer magic training, helpful elixirs, attribute improvement and health restoration. Donations are required of course.

Two of the three temples include archives where relics are stored. Some of these relics can be purchased or borrowed to help you in your quests. The collateral you must provide in return is always the fruit of some previous quest. Some quests are minor, others are major. Most are dangerous.

Blacksilver includes the mandatory dungeons (four of them, varying from 4 levels to 12). One of these is so devious that I couldn't begin to explain it to you. Suffice it to say that you will need to go to extreme lengths to get to the bottom of things. Clues are available if you read the manual VERY thoroughly.

There are a couple of unfriendly castles that you'll need to explore. The first is pretty standard, but the second uses teleports to move between its areas and it's easy to get lost there. This is one of the best multi-layer puzzles in the game.

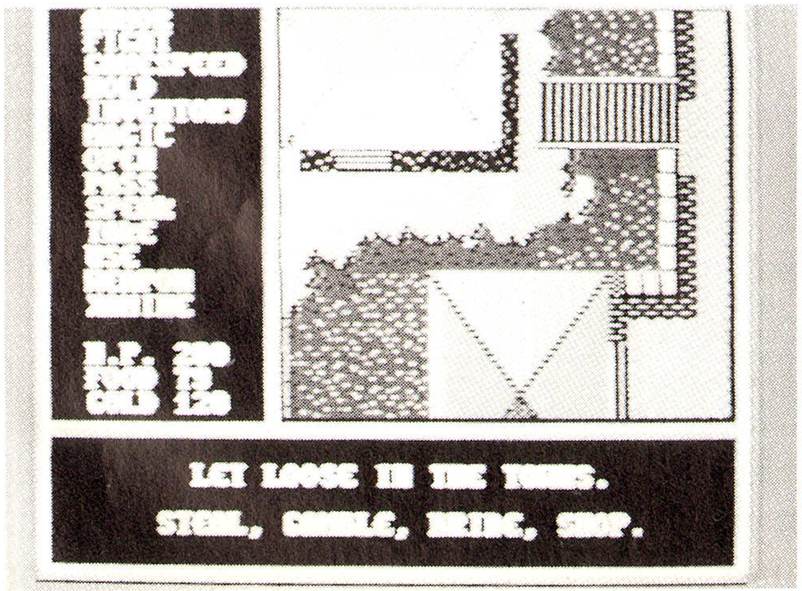
Blacksilver is a game where maping is essential. You won't get through dungeons and castles without having a very strong character and a good idea of how to get back out. Mapping will also help you ensure that you find all the items that you need to complete the game.

Even with the help of a clue book that Epyx is selling for $7.95, it took me a week to complete the game. Plan to spend somewhere between 40 and 100 hours on this one, because it is that involved. The hint book actually gives clues to several of Epyx's Master Collection games, including Blacksilver, **Sub-Battle**, **Simulator**, **LA Crackdown**, and **Space Station Oblivion**. The book includes complete maps to all of the dungeons, castles and archives as well as general hints on exploring and specific hints on accomplishing quests.

The documention was great. Descriptions of how the various monsters try to end your existance were quite graphic and entirely unpleasant, just as they should be. The history of the lands there helped to put the game's plot in perspective. The package includes a lovely topographical map of Bantross and a set of stickers with the names of various places on them. This makes it very easy to get around the countryside.

The end game activity was nice. The celebration that they threw at King Durek's castle was probably wasted on me as I finished the game at 4 AM and was in no mood to party. It was nice that the princes and the prince congratulated me. Thank goodness the princess did not want to get married. Though I must admit the prince might have made a nice husband. (Why is it that games like this usually assume the player is male? It's not bad being made a knight, but I would have prefered being promoted to Baroness, rather than Baron). I've always wished that games like this would encourage women to be heroes too.

I found the game fascinating and enjoyed it immensely. If you like these kinds of games, you'll love **Legend of Blacksilver**. I think it's well worth the $40 price tag.



Name: LEGEND of BLACKSILVER
Type: Fantasy Role-Playing
Format: C-64
Publisher: Epyx
Designers: Charles and John Dougherty
Ages: all
Requirements: Joystick recommended.
Players: One
Price: $39.95

Ability Level:	***Intermediate***
Packaging:	***Excellent (9.6)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Very Good (9)***
Playability:	***Excellent (9.6)***
CP RATINGS:	***9.36***

Circle Reader Service Number 11.

Action and Strategy in the Air

By J. L. Miller

BATTLEHAWKS 1942 is **LucasFilm's** simulation of carrier-based aircraft in the Pacific during the Second World War. With detailed historical accuracy, easy playability, excellent graphics and the ability to fly either as the Japanese or the American, **BATTLEHAWKS 1942** stands out both as a wargame and on another level, as a game that is sheer fun to play.

DOCUMENTATION

The documentation is over 121 pages long; however, the vast bulk of the documentation is historical background. For the arcade-type gamer, a quick read of ten pages is more than sufficient to get you airborne; however, for the historically minded gamer, the background notes and briefings make fascinating reading. Although each scenario pits your single plane against a different array of opponents, the documentation delves deeply into operational and tactical notes; especially appreciated where the well-done color maps of the various carrier battles (Coral Sea, Midway, Eastern Solomons and Santa Cruz), historical photographs and the detailed background data on ships and aircraft. Although these were not necessary for gameplay, they show the commitment that **LucasFilm** has made to produce a quality product.

Each carrier battle has a total of four missions, but since you can play either Japanese or American, the actual number of missions is doubled. The bottom line is that you can fly a fighter, a dive bomber or a torpedo bomber. Mission assignments and capabilities are quite different, and the challenge is present.

Former Navy pilot Richard Best, a Midway squadron commander, has acted as a technical consultant to **LucasFilms,** and the commitment to historical accuracy shows through the simulation (cf. **Historical Background,** below).

GAMEPLAY

LucasFilms has successfully made a simulation which can be played on different levels, and as **LucasFilms** states, "different things to different people." The arcade player can quickly pick up the basics and have fun in the different missions; on the other hand, the dedicated wargamer can learn about the strengths and weaknesses of the Pacific air element during the Second World War. Rarely does a product succeed so well on both levels. Training missions are available for the novice to hone his skills. Different levels allow escalation until you are ready for the "Real Thing". However, you should create your own pilot, either American or Japanese. The same pilot cannot fly on both sides, but creation is a simple menu-driven action, and I recommend flying from both sides. The perspective really changes!

The actual missions are historically-based, but you need to know little more than the summary briefing; remember, you are a lowly carrier pilot, not a strategic commander. Each mission is rated on difficulty, and although your final ratings are dependent upon successful completion of all of the missions, you will find that the "Impossible?" missions are accurately described.

Gameplay is from moment of contact. There are no carrier take-offs and landings; while the purist may bemoan this fact, **LucasFilm** has made a conscious decision to concentrate on a combat simulator, and not a flight simulator. After all, once you master the mechanics of take-offs and landings, all the time spent in getting to and from the battle area may be likened to driving a bus.

The screen is a cockpit view; controls have been somewhat simplified, and this allows you to spend the bulk of your time on the **raison d'etre** of the carrier pilot -- destruction of the enemy. Scenarios are quick and deadly; within ten minutes, you will achieve success or else... However, unlike reality, you can always try again.

HISTORICAL BACKGROUND

LCDR Dick Best was kind enough to discuss **Battlehawks 1942** and his role at the Battle of Midway. Graduating from Annapolis in 1932, he had served as a torpedo and dive bomb instructor at Pensacola from 1938-1940; thus, Dick Best, while a LT commanding a dive bomber squadron at Midway, was one of the more experienced pilots. Initially, he wanted to be a torpedo pilot; after all, at the Battle of the Coral Sea, the torpedoes had accounted for most of the damage; the Japanese put more emphasis on torpedoes (their Long Lance torpedo was the best of the war).

Approaching the Japanese fleet from the southwest, then-LT Best had dropped from 21,000 to 15,000 feet because his #2 man's oxygen was not working. Two enemy carriers were visible to the left; naval doctrine held that the lead element would take the far target and the trail element, the near. Group Commander (a new position, and one that was assigned to the senior pilot -- regardless of whether or not he was a torpedo, dive or fighter pilot) Wade McCluskey was in approximately the same location, but he was still at 21,000 (thereby becoming the lead element, since altitude easily can be translated into speed and distance by the simple expedient of a power dive). However, as McCluskey's squadron bore down on the Japanese carriers, LT Best noted that they were going for the near target (the **Akagi**). Accordingly, he modified his own squadron in mid-dive in order to hit the far carrier; his bombs exploded on the deck of the **Kaga**. Other hits followed, and both carriers sank within a day.

Dick Best remembers seeing an unscathed carrire off to his left about 15 miles (the**Hiryu**), and after his bomb run, he noted a carrier to the east self-destructing, with its own fuel and weapons literally blowing the carrier apart (the **Soryu**) after numerous bomb hits. However, after his return to his carrier, Best was not debriefed, and two days later, he was hospitalized with combat injuries until his discharge from active duty in 1944. To this day, Dick Best is convinced that if the group commander had been more familiar with torpedo and dive bomber capabilities (McCluskey had been a fighter pilot, and was a relatively recent transfer to the dive bombers), the bombers would have found the Japanese earlier, they would have come in closer and nailed all of the enemy carrier force, thereby saving

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the **Yorktown** from the fatal counterstroke. Yet that critical fifteen minutes was decisive in that the American forces caught the Japanese rearming and refueling; and earlier entry might well have found the Japanese less vulnerable. Historically, those few minutes at Midway were among the most decisive of the War: the last time the Japanese Navy had suffered a defeat was 350 years earlier against the Koreans (using ironclads for the first time at sea [the **Monitor** vs **Merrimac** was the first time ironclads fought **one another**]).

Traditional accounts of Midway tell us that the sacrifice of the torpedo squadrons brought the Japanese CAP (combat air patrol) down so that the dive bombers faced little opposition. Some revisionists have denied this: Best states that he saw no Japanese planes until after he had finished his bomb run.

TACTICAL HINTS

1. ALTITUDE, ALTITUDE, ALTITUDE!! These are piston-driven airplanes, not jets; as Dick Best says, "You have to slog your way up". A climbing Immelman turn can only be achieved by diving to gain air speed first. Once altitude is sacrificed for position, it is rare that it can be regained again in that particular scenario. Know where and how high the enemy is; also, the enemy can stall. Watch for the stall, and shoot them apart while they are attempting to recover.

2. Deflection Shooting. While blasting the opponent from the rear is relatively safe (unless he is a bomber, in which case the tail gunner can ruin your day), it is time-consuming. Practice the training scenarios in order to maximize your marksmanship from the sides.

3. Maneuverability/Firepower. Historically, the Japanese Zero was the star of the early carrier battles. Faster and more maneuverable than anything the United States possessed, its major defect is that it lacks self-sealing tanks, armor protection and gunpower (its 20-mm cannon has few shells). Therefore, you will find that as a novice pilot, you will succeed better with the slower but more deadly American planes; 1-2 shots can destroy a Zero while it is rare for a Wildcat to be that vulnerable.

4. When torpedo bombing, you are a sitting duck-like target. However, dive to bombing level and use the tail gun ONLY if you are in a slight climb; to do otherwise will ditch your plane, especially given the inaccuracy of the altimeter below 300 feet. You must drop your torpedo from a height no greater than 100' (150' for the Japanese); Dick Best notes that he preferred to drop his from 50', but the simulation difference between 50' and ditching is too close for effective use. Distance from target is a matter of experience; use of the camera replay will quickly teach you the correct drop point. Historically, the torpedo had to run a certain distance before it armed (during the Falklands Crisis, many Argentine bombs were dropped so close to the ships that they failed to arm). Remember to use your speed flaps to slow down on your run, and even more important, to raise the flaps after having dropped your weapon.

5. Remember the mission. To achieve multiple kills when your mission was to protect the bombers is useless. Keep your attention on the mission and do your utmost to achieve its objectives. In some escort missions, you can destroy the enemy CAP and still have the bombers destroyed by AA fire; but **LucasFilm** notes that you can draw off much of the fire by running interference for the bombers.

ADVANTAGES

1. The Replay Camera. This feature alone is justification for the simulation. Easy to operate, it allows you to view the action occurring in a quick replay. For those of us not actual pilots, this camera view will enable us to grasp what the three-dimensional manuevers are really doing. Use your camera as a learning tool as well as for entertainment! I cannot sufficiently emphasize the importance of this tool; it allows you to see the effect of maneuvers so that you can understand your aerial tactics and improve accordingly.

2. Both Sides Now. Few simulations allow you to play both sides, and no other simulation allows you to fly Japanese World War II aircraft.

3. Graphics. This simulation has superb graphics on the AT.

4. History as Painless Entertainment. If you are just not interested in history, the simulation is still enjoyable. However, history is present; in torpedo attacks, as you drop for your bomb run, your wingmates will alter their course to recreate the Anvil attack, so that torpedoes bracket the target from both beam and stern.

DISADVANTAGES

1. **BATTLEHAWKS 1942** was designed with an AT/hard-drive being considered the target audience. Accordingly, load times are slow and the game itself runs too slowly on the XT standard 4.77 megahertz. While the game may be sped up at a sacrifice of graphics, the end result on a slower XT is still unsatisfactory.

2. Protection Scheme. Although the program is unprotected, in order to go on a mission you must type in the correct code depending on the plane silhouette. These silhouettes are of a plane in different angles; unlike **MicroProse** schemes, there is no educational experience of learning different weapons systems, and the fact that you must reenter a new code after each mission becomes tiresome.

3. Keboard entry is difficult to master. Joystick or mouse input becomes virtually mandatory.

4. Bomber missions force you to play both pilot and gunner. It would have been nice to have the option to have the computer play one of these roles so that you could concentrate on the other. However, this was a conscious design decision and **LucasFilm** feels that this places your destiny in your own hands.

5. Fuel. You start off with a full tank and will rarely find fuel useage a consideration. Historically, these planes had limited range, and could rarely linger in contested air space. This again was a design decision for playability (as was the decision to make the torpedo runs more forgiving).

6. Bail-Out. If you do have to abandon your plane, you will live to fight another day. However, the scenario will not end until your plane drops below 75', to eventually crash into the sea. Simply press "Q" (quit) and return to the menu.

CONCLUSIONS

BATTLEHAWKS 1942 is highly recommended. While the graphics are not as superb as may be seen in certain programs on the **Amiga** or even the C-64, they are among the best currently available on MS-DOS type programs.

You can also modify the scenarios by plane type, in vulnerability, opponent caliber, etc. Historically valid, painlessly educational and fun to play, what else can you ask for?

Name: BATTLEHAWKS 1942
Type: Strategy/Simulation
Formats: IBM AT,XT, PS2 Tandy
Publisher: LucasFilm Games
Distributor: Electronic Arts
Ages: 12 & up
Requirements: 384K, CGA/VAG/EGA, Joystick recommended.
 # Players: One
Price: $49.95

Ability Level:	***Advanced***
Packaging:	***Very Good (9)***
Documentation:	***Very Good (9)***
Graphics:	***Good (8)***
Realism:	***Very Good (9)***
Playability:	***Excellent (9.5)***
CP RATINGS:	***9.04***

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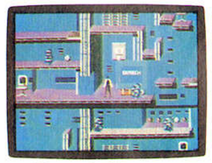
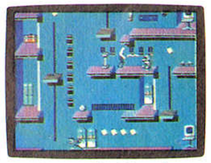


There are 8 office towers to search, each with its own theme and level of difficulty.



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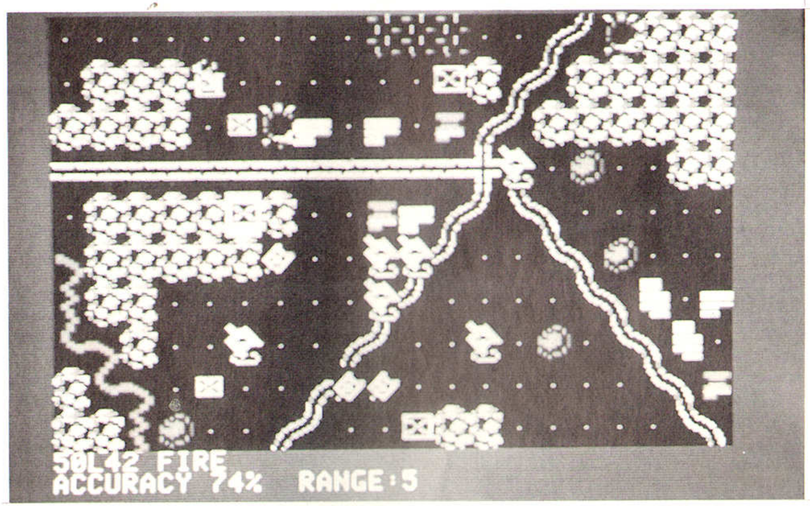

By Russ Ceccola

In past years, war games paid more attention to historical accuracy and detail and less to the user interface. Lately, the trend has been to embellish a war game from all directions-user interface, detail, accuracy, graphics and sound. SSI has been one of the inovators of the war game world for a long while. Their war games have won award after award and just get better and better. When SSI comes upon a method of game presentation that seems to work, they present other games using the same setup. Their newest war game **Typhoon of Steel** (isn't that a great name), is the sequel to **Panzer Strike!**, a classic SSI game. It was designed by the same person (Gary Grigsby) and brings all of the best features of **Panzer Strike!** into different theaters of war.

Typhoon of Steel, for those who have never played **Panzer Strike!**, is a tactical game that relies heavily on chain-of-command orders and unit conditions within a formation to determine outcomes of combat. The game, unlike others that allow joystick movement of units and a cursor that helps in selecting squares of the map for examination, is played using the keyboard. By pressing single keys, you give the computer the commands for which it is waiting. All options currently available are shown on screen on the bottom third in a menu section. In this way, you don't have to remember all of the options. War games of this nature and detail are better off with all options available to the player shown on the screen. I hate to have to memorize key commands, but with the manual and on-screen menus this is unnecessary.

In order to play **Typhoon of Steel** with any degree of success you need to know the basic rules before you go out and buy the game. Here are the facts you need to know. **Typhoon of Steel** is a WWII land-based game in which you command the American, Japanese, British or German forces in one of four terrain sets (three theaters of war). The terrain sets offered with the game are: Pacific/Asia, European summer, European winter and North Africa. The theaters of war in which you play, along with the combatants for that theater of war, are the following: Pacific (United States versus Japan), Asia (British Commonwealth versus Japan) and Europe (United States versus Germany). The European theater includes North Africa. You can choose any of the seven fully designed scenarios that come with the game or use the built-in construction set to modify existing scenarios or create one from scratch. In addition, you can choose a campaign game--a series of scenarios generated by the computer and taking considerably longer to complete.

Typhoon of Steel comes packaged with two double-sided disks, a game manual and a briefing manual. Each of the three theaters is contained on one side of a disk and the final disk side has all of the scenario information. If you have an additional disk drive, use it! I have only a single drive system and found that it would have been so much more efficient to put a theater disk in one drive and your save disk or the scenario disk in the other drive. However, **Typhoon of Steel** works fine without that extra drive. The game manual is well-written, exact and well-designed. Topics are in logical places and none of the text is misleading. There are important charts and tables in the back, as well as menus, to give you a common place to look for data. As with most SSI games, the manual is excellent. The briefing manual is almost as long as the game manual and logically organizes all of the unit characteristics and formation data for each of the four possible countries of your allegiance, as well as terrain effects charts, a weapon chart and scenario notes. This manual is very valuable.

Now that we know what tools we have, let's see what kinds of things **Typhoon of Steel** can do. There are two factors for each scenario that affect how victory points are accumulated: battle type and assigned mission. The battle type determines which side is the attacking side and the mission determines how victory points are tallied if the mission is successful or even marginally so. In addition to battle configuration, the battle type also is the key to predicting how long a game will take to play. Generally, an assault battle has 60 game turns, where a pursuit battle only has 30. A single scenario can take between 30 minutes and two hours to play. If you really want to get into the game, a full campaign takes anywhere between five hours and 30 hours. In any case, the length of time spent playing **Typhoon of Steel** will be spent doing just that--playing (and enjoying) the game instead of struggling with a difficult interface, obscure rules or a terrible command system.

In **Typhoon of Steel**, each game turn has two parts: an orders phase and a combat phase. Each combat phase also has three combat pulses in which the orders you gave prior to combat takes place on the screen. **Typhoon of Steel** depends heavily on its hierarchy of command, with orders handed down from the main headquarters or subordinate headquarters to the formations that are directly underneath them. In the orders phase, each headquarters is given a certain amount of orders that it may expend in that turn. Directing units and performing certain options use up those orders. The decisions that were made in the orders phase are then acted out in the combat phase. As you can see, winning a battle in **Typhoon of Steel** requires you to choose orders carefully by using all of the information you can gather from the map about enemy units, terrain, friendly units and relative strengths and weaknesses of both sides. The emphasis on good choice of orders to individual units (or to all units if you choose the All-Units option) gives **Typhoon of Steel** a definite advantage from a tactical standpoint.

The game map may be up to 60 squares wide and 60 squares high. Two views of the map are available--a strategic view and a tactical view. With the strategic view, you see a 40 square by 20 square area. The tactical view shows only half of that. The game map is very colorful and it is easy to distinguish units for each side. Axis units are white (black in winter) and the Allied units are colored. Terrain is easy to distinguish and

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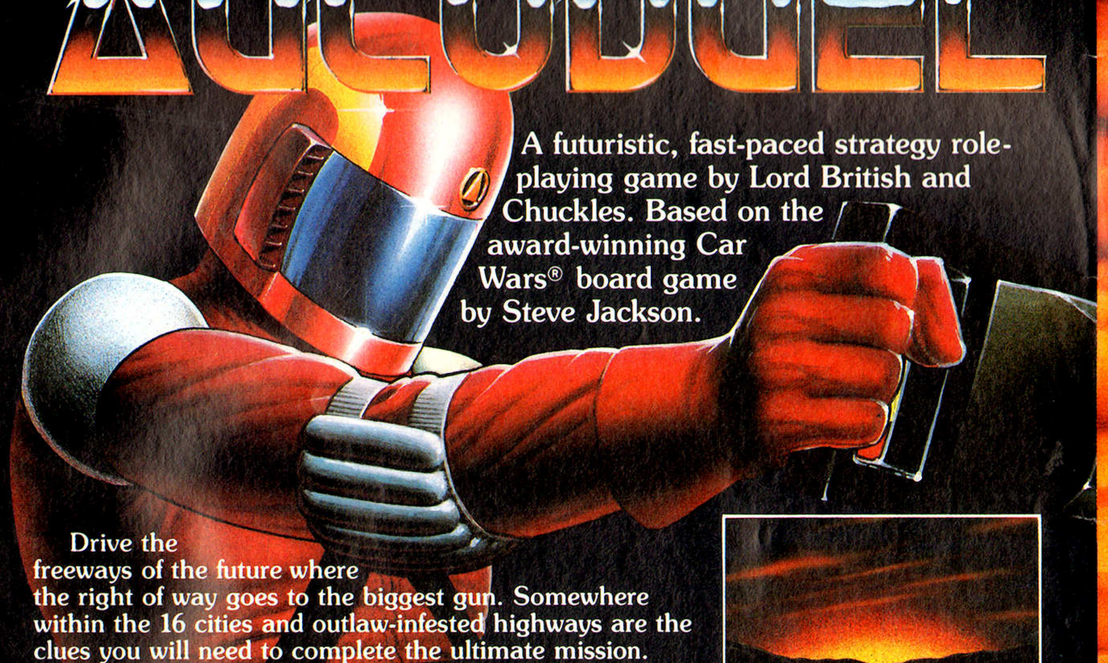

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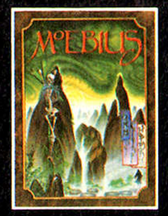

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you can move a cursor around the screen to examine each square. Careful detail was given to the units' representation on the map, as well as to the geography of the scenario. Bocages are distinguishable, as are roads, rivers, towns and forests. Overall, the map is tailored to playing critical games in which you have to make a quick assessment of your units, the enemy's units and the surrounding land. I commend **Typhoon of Steel's** designers in reflecting the detail of the game on the screen.

There are two major menus with which you play **Typhoon of Steel**: a map menu and unit menu. In both cases and throughout the rest of the game, all options have their first letter highlighted. Initial menus let you choose sides, scenarios, handicaps, etc.. The two main menus are the real meat of **Typhoon of Steel**. After a few turns, you'll know what all of the options are at any point in the game and can begin to think about strategy and planning your orders to units. The map menu includes all of the options that let you examine a unit, see the terrain, view the mission objectives, toggle the maps, see the current score and more. The unit menu contains the commands that tell your subordinate units what to do if a headquarters sends orders or perform other options if not. Some of the commands can be given to all of the units underneath the selected headquarters in All-Units mode. Others are single unit options. There are fourteen possible unit states, from routed or retreating to full or cautious advance, and the available options and/or the success of those options is dependent upon the current unit's state. Playing **Typhoon of Steel** involves examining units and the map for each turn, giving orders to your units through headquarters (with the limited number of orders per headquarter) and watching the results of those orders in the combat phase. The game is easy to play, but tough to master.

A few changes have been made in the game system for **Typhoon of Steel** that were not present in **Panzer Strike!**. The major changes, aside from victory points' assignment, unit types and numerical data, involve the extra options and differences associated with the Japanese units. The Pacific and Asia theaters of war are new to **Typhoon of Steel**, bringing the Japanese into play. Japanese units are never in a state of retreat and never routed; they are given a state of Heavy Suppression instead. Also, Japanese units will take part in Banzai charges if things are getting rough, to try to turn the tide of the battle. Other than these changes and some additional weapons to bring the list to about 220, **Typhoon of Steel** is faithful to the game system set forth in **Panzer Strike!**.

The manuals are indispensible to **Typhoon of Steel**. The charts and tables in both are very useful in determining how the game works and what to include in a game of your own. The construction set is very easy to use and will have you making new scenarios in minutes. Ironically, the sounds are very lifelike in **Typhoon of Steel**, something you don't usually see. Except to hear explosions, gunshots and mortars firing as you play the game. I'm not the best war gamer in the world, but I learned a lot from reviewing **Typhoon of Steel**. It is easy to control the units and easier still to interpret the changes to the game situation up on the map. Although the mechanics are easy, the strategy is not. The game is rated as Advanced by SSI and rightfully so. **Typhoon of Steel** is aimed at the serious war gamer who wants extreme historical detail in an encouraging environment. If that's what you want, then **Typhoon of Steel** should make its way into your war game collection. Bonzai!

Name: TYPHOON OF STEEL
Type: Strategy
Formats: C64/128 and Apple II
Publisher: Strategic Simulations, Inc. (SSI)
Designer: Gary Grigsby
Ages: 10 and above
 # Players: Zero, one or two
Price: $49.95 (both)

Ability Level:	***Advanced***
Packaging:	***Good (8)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Good (7)***
Realism:	***Very Good (9)***
Playability:	***Good (8)***
CP RATINGS:	***8.15***

Circle Reader Service Number 25.

Run the World Your Way

By Cheryl Peterson

Haven't you ever dreamed of being "Emperor" of the world and telling everyone else what to do? Well, now's your chance. In **Global Commander**, you sit at the helm of a satellite capable of destroying megatonnage of weaponry if nuclear war is ever declared. While SDI may only be a figment of our imagination at the moment, during this game SDI is all too real and it's in your hands. Admittedly, there's no way to prevent every bomb launched from reaching its target, but you can intercept many of them.

The global cammander wields much political power and you can be influential in determining the courses of nations. You control trade by allowing or disapproving sales of goods between nations. Food and technology cannot be traded without your consent. Further, you control weapons production. In addition to political considerations, a terrorist organization is operating somewhere and it's your job to isolate them.

While you're a very powerful person, you can be removed from office if enough of the 16 major nations decide you aren't suited for command. Make bad decisions or too many enemies and you'll be out on you ear.

Your main "weapons" in your diplomatic fight are letters of recommendation and condemnation, one troup of U.N. forces and your anti-terrorist squad. Since you control much of the trade, you can use this as a weapon, but it may just backfire in your face.

Global Commander is a very complicated game. I couldn't begin to enumerate all its permutations. You can count on losing eventually though, no matter how well you think you know politics. The fun part is in seeing how long you can keep charge of things.

The graphics aren't particularly impressive, but the game's premise doesn't make the use of graphics necessary. To help you keep track of relationships, a hard copy world map and country flags are provided. Details on each country's weapons level, agricultural and technological output are available from inside the game. The manual is well done and helps a great deal.

So far, I've only been able to maintain the status quo, never make substantial improvements in overall world relations. Still, I did enjoy playing. I thought I would find the game boring, but somehow the combination of actions available and information gathering techniques kept me intrigued.

Global Commander is NOT copy protected. You can save your progress in a game to a RAM disk, but not to a floppy. (At least this is so with the Amiga version. I believe the Atari ST version allows disk saves.) Those who like strategy games will love this one.

Name: GLOBAL COMMANDER
Type: Strategy
Formats: C-64, Amiga and Atari ST
Publisher: Electronic Arts/DataSoft
Designers: IntelliCreations
Ages: All but young children
Requirements: Joystick.
 # Players: One
Price: $29.95, $39.95, $39.95

Ability Level:	***Beginner***
Packaging:	***Very Good (9)***
Documentation:	***Good (8)***
Graphics/Texts:	***Good (7)***
Playability:	***Good (8)***
CP RATINGS:	***7.85***

Circle Reader Service Number 15.

Easy to Fly, Tough to Master

By Fred Blechman

Finally, a flight simulator I can control—most of the time! **Solo Flight,** from MicroProse, is much like Microsoft's **Flight Simulator** in many respects, but much easier to fly, and offers some very unique features. Once you get good at flying, you can practice navigation and landings with the Mail Pilot game.

Versions of **Solo Flight** are available for several computer systems. See the Score Card. This review is of the IBM version, which is representative of the others.

The original Atari version of **Solo Flight** was written by Sid Meier, the same programmer as **Hellcat Ace.** However, **Solo Flight** has an entirely different purpose than the arcade type shoot-'em-down **Hellcat Ace.**

Solo Flight is a primary flight training program that uses limited three-dimensional graphics to provide somewhat realistic takeoffs, landings, and cross country navigation among 42 different airports in six states: Kansas, Washington, Colorado, Michigan, Massachusetts and Texas. Options include touch and go landing practice, four difficulty levels, emergency procedure practice, day or night flying, and visual or instrument flying.

Documentation

The documentation is a 32-page booklet that contains a surprising amount of information, including six partial-state navigational maps with VOR (Very high frequency Omnidirection Ranging) stations, towns and airports clearly shown. There is also considerable space devoted to instrument flying, including VOR navigation, high and low altitude airport instrument approach procedures and patterns, and ILS (Instrument Landing System) landings.

The manual also shows various views of the Ryan ST "Sport Trainer", the airplane on which this simulation is based, with some of the more dangerous flight characteristics reduced. That's why the stall is so gentle, and you can't spin.

Instrumentation

The full cockpit instrumentation includes a throttle indicator, airspeed indicator, attitude and artificial horizon indicator, altimeter, vertical velocity indicator, dual VOR radios with DME (Distance Measuring Equipment), ILS indicator, magnetic compass, fuel guage, flaps indicator, brake light, landing gear lights, and an engine overheat light. The screen display of the instruments is clearly defined in black and white, with a bit of magenta and cyan here and there.

Up and Flying

You'll need a board capable of running CGA. There is no Hercules version. Also, you should use an RGB monitor if you can. Although the monochrome output (NTSC composite) provided by most CGA boards is okay, some instruments may be difficult to read. If your CGA board has a composite color output jack, ignore it; composite color is not usable with this program.

Solo Flight is provided on a copy-protected 5-1/4" disk. No mention is made of the availability on 3-1/2" microdiskettes. The disk is self-booting, and even if you have a monochrome card in your machine in addition to the color card, the program knows and goes to the color card.

After the opening screen credits, and choosing your monitor type, you get to choose either joystick or keyboard. I tried several joysticks with this program, using the program's calibration procedure. They all worked well, but I liked the CH FlightStick the best. The keyboard cursor keys were also easy to use instead of a joystick. In all cases you will tend to overcontrol at first. However, the simulated Rayan S-T flying characteristics have been modified to be very stable and easy to fly with a little practice. You can't stall no matter what you do—but you can definitely crash.

Now you select either Flying Practice or Mail Pilot, where you race the mail schedule clock and battle all the dangers of wind, weather and mechanical failures to get the U.S. Mail safely to its destinations. Without doubt, do your practice flying first!

Next you choose your flying area from any one of the six states. Then you get your choice of Clear Weather, Landing, Windy Weather, IFR (Instrument Flight Rules) or Night. The Landing selection puts you on final approach. Choosing IFR puts you in clouds after takeoff, until you get "on top" at about 8000 feet. You'll love the night flying, with the airport borders brightly lighted, and nothing but stars in the sky, with occasional ground lights. Super!

If the program is ignored during menu selections, it goes into a very nice demo mode automatically, and you can just press ESC to get back to one of the menu screens.

Unlike most flight simulator programs, the front view through the windshield is as if you were about 750 feet behind your own plane. The horizon stays steady and the plane image turns, climbs and dives. This is somewhat like flying a radio-controlled model plane, except that you are always directly to the rear of the plane you are controlling. No acrobatics are allowed. If

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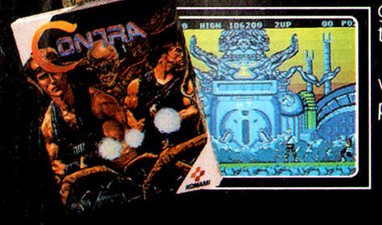

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you pull up and reduce power, the plane mushes but does not stall. And you can't bank more than about 40-degrees, so no slow rolls!

You can also see out of the left side, right side or rear of the aircraft. This feature is very handy when you're looking for an airport or making your approach to the landing pattern.

Sound is not elaborate, but I found it helpful since it changes with throttle setting. If you want to fly without sound, you can.

An "Instructor" option puts messages on your screen as your're flying, coaching you with specific flying and navigational instructions. It's wise to practice with this feature until you get the feel of the program. Then you can go on your first "solo flight."

Once you've mastered basic flying, you have plenty of challenges with navigation and cross-country flying in any of the six states. Then there's the Mail Pilot game, where you do your best to follow instructions and get the mail through. After each mail flight (successfull or not) the screen shows a map of the area, and traces your path on the map. This can be very embarrassing when it shows how you wandered around looking for the assigned destination, or landed at the wrong airport!

Solo Flight will inevitably be compared with the **Microsoft Flight Simulator.** The ground graphics are not as elaborate or numerous as **Flight Simulator.** Only snow-capped mountains, airports, towers, cities and a few ground features are shown. But **Solo Flight** is easier to learn to control, and the navigation, while not as detailed and realistic as **Flight Simulator,** is still challenging. There are many airports to land at, safe landings are not next-to-impossible, and the program moves quickly and smoothly. You should be able to spend many, many hours with this program, and I recommend it over **Flight Simulator** for absolute beginners. However, even with my actual flying experience, I liked it very much.

Name: SOLO FLIGHT
Type: Flight Simulator
Formats: IBM PC/XT/AT; Commodore 64/128; Apple II series; Atari 8-bit
Publisher: MicroProse Software, Inc.
Original Programer: Sid Meier
IBM Conversion: Randall Masteller
Ages: 8 to adult
Requirements: CGA/EAG/Hercules, 128K RAM, 5-1/4" disk drive
 # Players: One
Price: IBM & Apple II series: $34.95; Commodore & Atari:$24.95

Ability Level:	***Beginner-Advanced***
Packaging:	***Average (6)***
Documentation:	***Good (7)***
Graphics:	***Good (7.5)***
Realism:	***Good (8)***
Playability:	***Good (8)***
CP RATINGS:	***7.59***

Circle Reader Service Number 16.

Save the Colony

By Daniel Carr

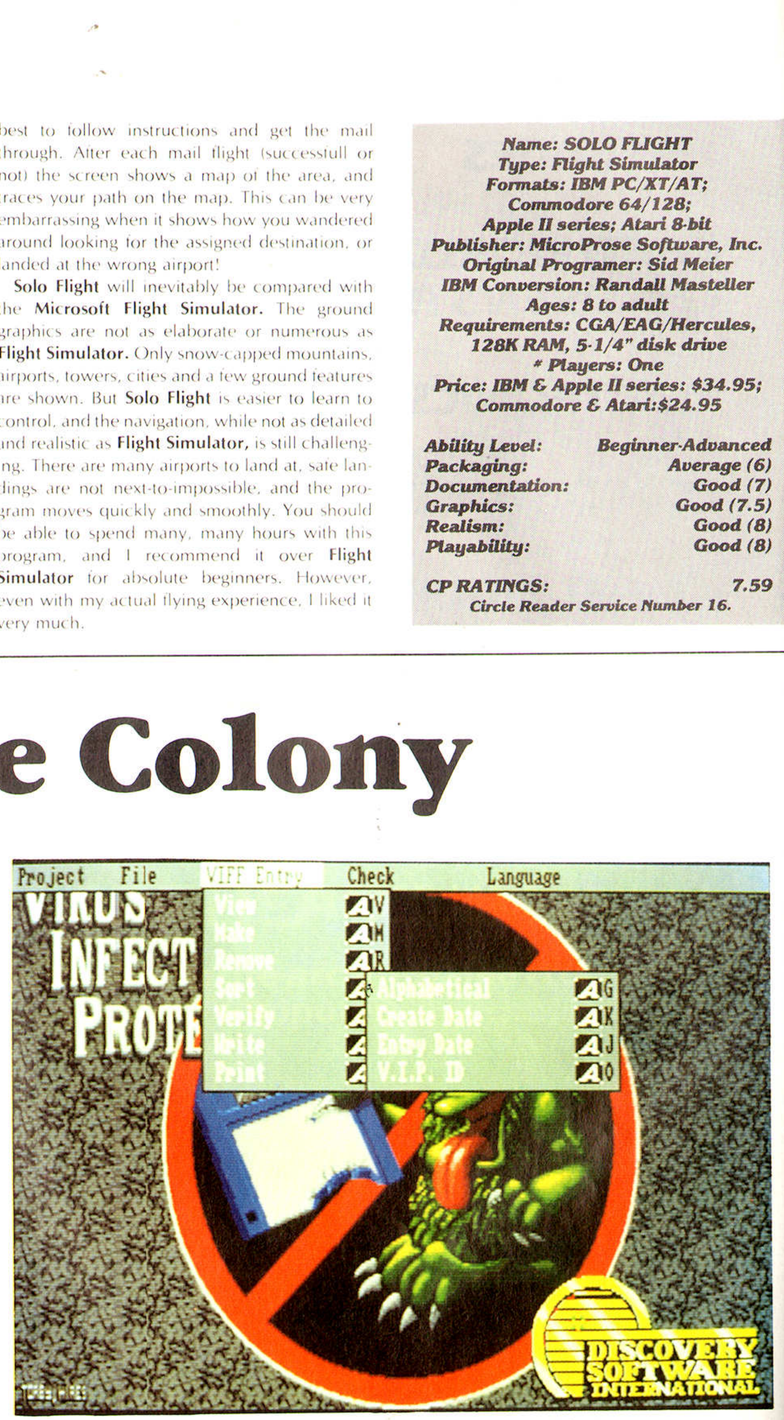
Hybris is one of those drop-your-jaw intense graphic arcade style games. On the Amiga the game is true arcade quality. It features smooth scrolling terrain under your ship as you fly and fast action. The terrain is beautifully detailed with jungles, mountains, deserts and oceans. A lot of color and detail also went into the mother ship, your fighter and the enemy fighters and bases.

The plot is simple: a stranded earth colony is being bashed by menacing alien forces; your task is to bash the aliens and find the colony.

The colorful ship is controlled by the joystick or mouse. The fire button fires the guns and holding it down results in rapid fire. The space bar fires a spray of missiles in all directions killing everything on the screen. This weapon is powerful, but it can only be used three times.

Another feature of the ship is when the return key is hit the wings of the ship separate and form a modual behind the fighter. This gives you more firepower; however it too can only be used three times.

Every now and then a supply package appears and you must shoot it so that a wing modual is dropped which will beef up your ship and give you more power when you fly over it to pick it up.



There are many aliens around and they're tough. Some of the enemy ground bases have shields in front to absorb your gun shots. There are submarines which pop up for a second and fire. Many of the alien ships are very fast and maneuverable requiring skillful use of the joystick to avoid. Finally, at the halt way point and also at the end of each level there is a massive alien ship spilling out enormous amounts of firepower to battle with.

To conclude, Hybris is a very addictive game. Excellent graphics, animation and sound will keep you busy for a long time. And to keep from becoming bored, the program will allow you to edit the number of ships you have, speed of bullets and time between supply. There is no save game feature, but if you lose all your ships, you'll be given the option to restart the game a little earlier to where it ended. This way, you can continue playing and advancing level by level without restarting the game from the beginning.

Name: HYBRIS
Type: Arcade
Format: Amiga
Publisher: Discovery Software
Designers: Martin Pedersen & Torben Larsen
Ages: 10 and above
Requirements: 512K
Joystick strongly recommended.
 # Players: One only
Price: $39.95

Ability Level:	***Beginner-Advanced***
Packaging:	***Very Good (9)***
Documentation:	***Good (8)***
Graphics/Text:	***Excellent (9.6)***
Playability:	***Excellent (9.6)***
CP RATINGS:	***9.30***

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Whip It Good — Or Else!

By Russ Ceccola

When some arcade games are released to a legion of game-hungry adolescents young and old, they are so unique in at least one aspect that the amount of quarters that they take in threatens to overflow the cash box. **Indiana Jones and the Temple of Doom** was such a game. Sent to the arcades by Atari in late 1986, **Indiana Jones** had a fairly large screen, multiple levels (in both difficulty and game levels), the most detailed and beautiful graphics, great sound effects and music and an addictive plot that captured the spirit of the hit movie on which it was based. Demand for a home computer version was high. Mindscape knew this fact and negotiated to bring the hit to home gamers everywhere. **Indiana Jones** was recently released for home computers. Although the game play is like the original, there is one fatal flaw that the experts of the arcade game will find annoying at first, but troublesome no more after a lot of practice.

Indiana Jones involves three main sequences and one final sequence that are based on three scenes from the movie. The three main scenes repeat three times, in accordance with the goal of the game. The goal (since I just mentioned it, I guess I should explain) is to recover the three sacred Sankara Stones from the Temple of Doom, avoiding the evil fireball-throwing High Priest Mola Ram and his Thuggee guards and going through the three scenes to get the stones. You retrieve a stone by going through the Mine Caverns to get to the mine shaft. You go down a course in a mine car and then finally get to the Temple of Doom, where you steal a sacred stone. Repeat these steps three times and you must then cross a rope bridge, on which Mola Ram is blocking your path.

Almost all of the screen is used for the game, except for a part on the side which shows your score, number of lives remaining, number of children that you have rescued in the Mine Caverns and number of stones recovered. Your exploits are controlled with a joystick. I would strongly recommend — no, demand — that you have a joystick in great condition to fully enjoy **Indiana Jones.** You must be able to make split-second, precisioned movements to complete the game and a joystick that sticks just doesn't cut it.

This is my complaint with **Indiana Jones.** The game is too picky with where you strike something with your whip. The whip is your only means of defense from Mola Ram, Thuggee guards, bats, snakes, skeletons and all the other obstacles you'll encounter in **Indiana Jones.** As the title character, this whip is your claim to fame and if you can't control it well, what good is playing the game. In the arcade version, as long as you struck the whip so that the end snaked out to reach the close proximity of your target, the game accepted it. In Mindscape's version, you have to have the whip hit right on the nose to register a hit. This is not a case of the arcade version being too wimpy—the challenge of the game's plot necessitates an easy-to-control weapon. Mindscape really made a mistake to think that their version is a good copy of the arcade classic. Forgetting the arcade version, it is still a pretty good game. However, if you think that all the skills you gained in the arcade are transferable (like I did), you've got about a half hour of practicing to do in aiming your whip.

The three scenes vary in length and difficulty. The Mine Caverns part of **Indiana Jones** is the longest to complete and of medium difficulty. You must search through the caverns, moving up and down ropes and laders, across ledges and conveyor belts and over the chasms. All along the way, there are Thuggee guards that you have to whip to pass. A bonus to this part of the game is the inclusion of children locked up in cages in various parts of the caverns. By whipping the lock, you rescue them. If you rescue all the children, you get a hefty bonus. Bonus points make great headway toward more lives, so get all the children on every trip through the caverns. Unfortunately, your aim has to be the best in this scene of the game, for those Thuggee guards are toughies to beat. I've noticed that sometimes you are even with their characters or blocking them and try to whip them, with a result of your death. Other times, they walk straight through you and then take away a life. Some programming errors were made in the translation of the game. I'm interested to see the game on a higher memory machine.

The Mine Tunnels scene of **Indiana Jones** is tougher in difficulty, but medium in length. You

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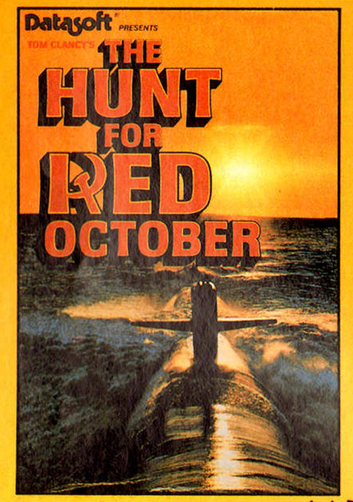

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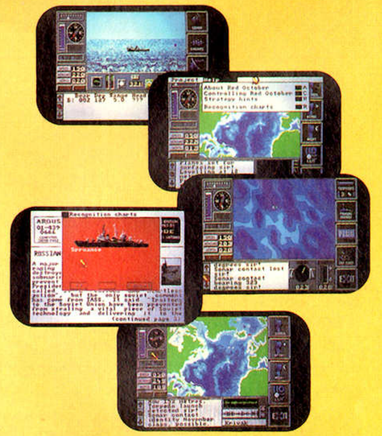

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are in a mine car that is careening down a track in a three-quarters Zaxxon-type perspective. You push your joystick left and right to either lean the car to one side to lift up the wheels over occasional missing sections of track or to change tracks. Also, you can speed up or slow down by pushing forwards or backwards respectively. You must cordinate your movements with whipping guards in other cars, bats and other obstacles. The bonus points that you pick up in this scene are in the form of guards that stand on one side of the track or the other. I don't know if you get a big bonus if you eliminate them all.

The final section of the game is the Temple of Doom. This is the shortest and easiest. You simply walk along the side of a flaming pit to the back corner of the Temple, swing across a post with your whip and take the stone from the base of a statue in the center of the back wall of the Temple. Unfortunately, Mola Ram makes an appearance and throws flaming hearts/fireballs at you and the floor in front of the statue opens and closes periodically. You have to time your movements to take the stone when the floor is closed and then escape through one of the doors in the back wall, whichever of the four opens when you take the stone.

You repeat this sequence of events three times to get the three scared Sankara Stones and then must escape across the rope bridge. This is the most difficult part of the game. Mola Ram stands midway on the bridge and throws fireballs at you constantly. You must time your movements so that you advance along the bridge and whip the fireballs at the same time--truly a tough maneuver. After you get to Mola Ram, the game repeats itself at a higher difficulty level with different scenes. This adds variety to the game and offers a strong challenge to the gamer to see how far he can go.

I wouldn't put **Indiana Jones** as the first choice for a new game on my software shopping list. However, it is a solid game whose only real flaw is the aiming problem. If Mindscape had only recruited the people who played the arcade version the most as game testers, I'm sure that this problem would have been avoided. Still, the neat game play and plot necessitates experiencing the game some time in the near future.

The graphics in **Indiana Jones** are nothing near the beauty and detail of the arcade version. The eight-bit computer simply can't hold images as complex as the original's. However, the 16-bit versions of the game are a lot better. Because of the large screen that the original had, compressing the images down to a standard size screen was a complex task indeed. If you look at the screen without peering too intensely and imagine yourself in the arcade, you'll see that they made the game portion of the picture approximately the same shape as the original, only reduced. Mindscape tried to accomodate the graphics, but in the end you are left with fairly standard graphics. The sounds are pretty good, but the mumblings of Mola Ram and the Thuggees are not duplicated in the home version. This is a shame, for these mutterings gave the arcade version a certain distinction.

Still, I find **Indiana Jones** worth a try some day. If you get frustrated with awkward joystick response and don't want to master the use of a joystick in this game, you might want to avoid **Indiana Jones**. I really didn't expect the home version to be any better than Mindscape's. Because I got what I expected in a home version of **Indiana Jones**, we'll give Mindscape the benefit of the doubt. If they read this article before they do the Amiga version, maybe they'll do better.

Name: INDIANA JONES AND THE TEMPLE OF DOOM
Type: Arcade
Formats: C64/128, Atari ST
Publisher: Mindscape
Ages: 10 and above
 # Players: One only
Price: $34.95, $44.95

Ability Level:	***Intermediate***
Packaging:	***Good (8)***
Documentation:	***Average (6)***
Graphics/Text:	***Average (6)***
Playability:	***Average (6)***
CP RATINGS:	***6.20***

Circle Reader Service Number 17.

Hit the Dirt Hard

By Cheryl Peterson

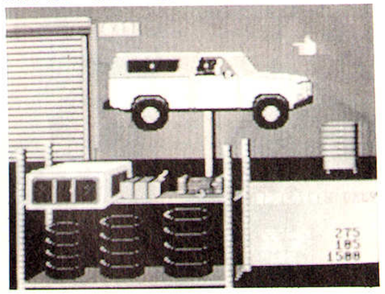
I don't think I've had this much fun since **Great American Road Race**. What a Blast. **4x4 Off-Road Racing** is both a game and a simulation. You start out by designing an off-road truck and equipping it with spares, extra gas, etc. Then it's off to the races to see how your design holds up under pressure. Since you're the driver, as well as the designer, you get all the credit (or all the blame!)

You have your choice of several kinds of trucks (since my maiden name is Cox, I'm particularly fond of the Stormtrooper from Cox Motors.) Another American pickup, the Tarantula and two imports (the Highlander-Great Britian, the Katana-Japan) round out your choices. Your vehicle can then be customized to make it better suited to "off-track" racing. A winch, extra fuel tank, camper back and choice of tires may all make your vehicle better able to handle the stresses of the trip.

And this is no Sunday outing. The four courses run through some of the worst terrain you'll ever see. The Baja course is 1000 miles of bumpy desert. Death Valley's name is its own best description. For the mudder's out there, there's Georgia course. And for those who like snow, ice and mud there's the Michigan course.

Depending on which race you're gonna run, you'll need to stock up at the Auto Mart. Water, oil, coolant, transmission fluid, an extra battery, spare parts and tires, extra gas, a map, tools, or flashlight are not likely to be sold at any readside stands along the way. If you're a real cautious type you might even like to hire a mechanic to come along.

The point of the race, is of course to win. There are a number of other drivers out there and you've got to beat'em all to get the first place prize. There are checkpoints along the way where you can get some repairs done. And with the "road" littered with skeletons, tires, branches and rocks you could need repairs anytime.



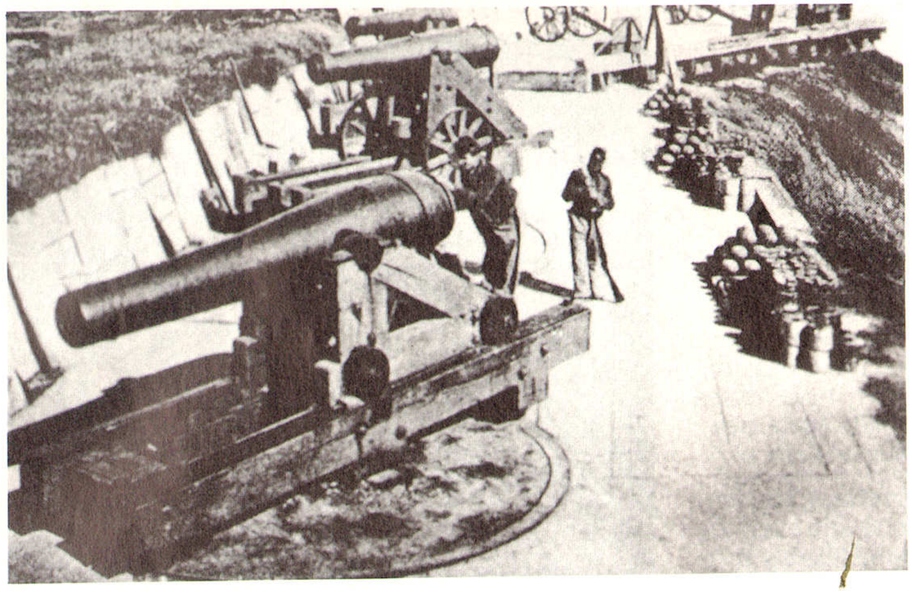
I really enjoyed this one. Once I was outfitted, I was on the road and running hot. The obstacles were numerous. The competition was stiff. The driving was second nature. And overall I had a great time playing. It's a variation on an old theme, but the graphics and sound were well done. I'd recommend it.

Name: 4x4 OFF-ROAD RACING
Type: Sport Simulation
Formats: C-64, IBM, Amiga
Publisher: Epyx
Designers: Ogdon Micro Design Inc.
Ages: All
Requirements: Joystick.
 # Players: One
Price: $39.95, $49.95

Ability Level:	***Biginner***
Packaging:	***Good (8)***
Documentation:	***Good (8)***
Graphics/Text:	***Excellent (10)***
Realism:	***Good (8)***
Playability:	***Very Good (9)***
CP RATINGS:	***8.75***

Circle Reader Service Number 34.

SPECIAL WARGAME SECTION



By J. L. Miller

Welcome to the fourth in a series of special sections published in these pages. This month's wargame section is comprised of three parts: an overview of wargaming from the past to the present, an article on hardware for wargames, and a listing of all the computer wargames available on the market at press time. We've tried to make this list as comprehensive as possible but if we've missed a game you think should be here, please write and tell us. We hope you'll be able to use this section for a long time to come. At least until we print the next one.

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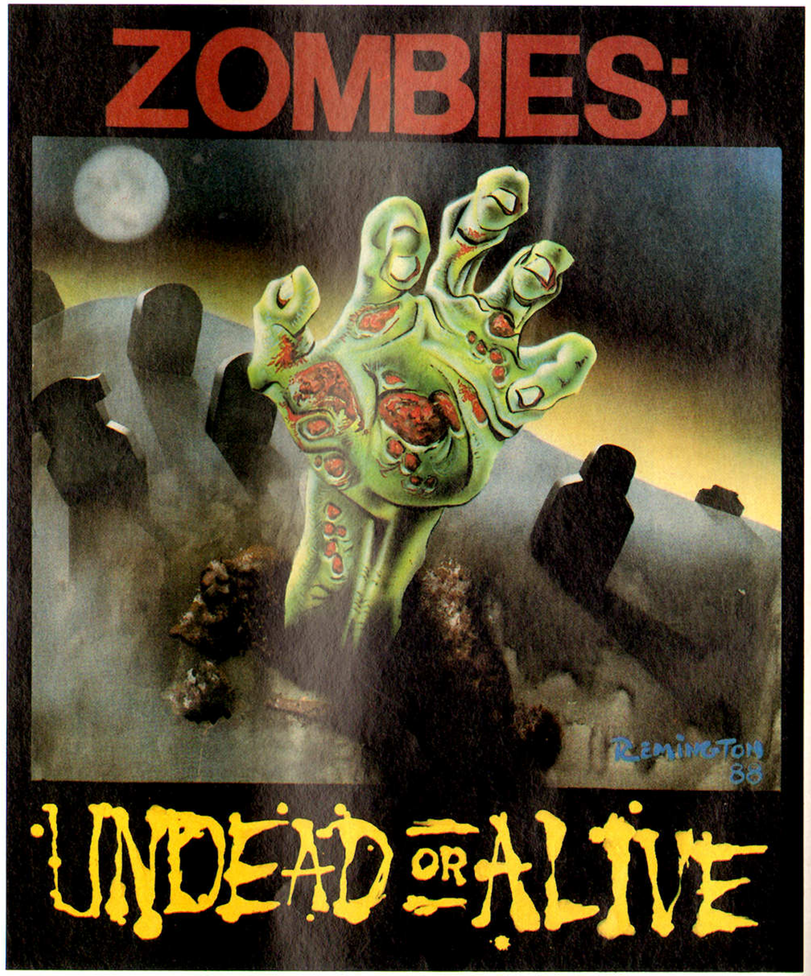

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A Short History of Wargaming

By J. L. Miller

Wargaming goes back to the dawn of organized warfare. Sun Tsu, the ancient Chinese strategist (c. 5th Century B.C.), was commissioned by his king to illustrate the mechanics of his military philosophy. He did this by use of the ruler's harem, who represented the various troops. But the ruler's favorite concubines represented the commanders of the two armies, and they did not take the sage's orders seriously. Sun Tsu thereupon ordered their execution, much to the shock of his employer. Thereafter, the new army "commanders" diligently followed orders and the armies were able to complete their "assignments". What this did to the bliss of marital harmony is unrecorded; however, it did point out the martial advantage of training and obedience. Similarly, the ancient games of chess and go were originally wargames and used as a means of teaching strategic thinking and execution.

However, a fuller employment of wargaming had to wait for over a millenium, whereupon the Scientific Method had become an inculcated value of Western society. As early as 1644, a detailed military/war chess was developed; however, the first "modern wargame" was invented in 1780 by Helwig, Master of Pages for the Duke of Brunswick. Utilizing a board of 1666 squares with varying terrain, each side was given an army of 120 units (representing infantry, cavalry and artillery) with an objective of capturing the enemy's fortress. By 1798, Georg Vinturinus developed a board of 3600 squares representing the actual terrain in the Cockpit of Europe -- the border between France and Belgium, with various units, siege equipment, fortifications and logistics. However, these early efforts were useful as a conceptual Gestalt, but not as preparation for actual military efforts.

The Prussian von Reisswitz family (father and son) developed the concept into an actual sand table/grid pattern with units made of blocks of wood. When shown in 1824 to the Prussian Chief of Staff, General von Muffling, he responded "It is not a game at all. It is training for war!" Although implemented in the Prussian course of instruction, the game was not popular with the Junkers, and the younger Reisswitz was driven to suicide in 1827. However, younger officers were familiar with the game and by the time Helmuth von Moltke became Chief of Staff in the latter half of the nineteenth century, it was accepted. With the German victories over Austria (1866) and France (1870), many Western armies adopted the **Kriegspiel** (literally "warplay").

The Use Of Wargaming In The 20th Century

Virtually all armies utilized wargaming in both World Wars. However, the computeresque GIGO (garbage in-garbage out) syndrome predominated. The von Schlieffen Plan was extensively gamed by the Imperial German General Staff, although no thought was given to the potential for stalemate. In fact, no military observer considered such an option; a civilian had noted this potential in a 1909 tome, but as a civilian, his observations were ignored by the "professionals".

In World War II, the Japanese extensively wargamed the assault on Pearl Harbor. However, their most important "lesson" concerned the wargame on Midway; land-based aircraft from Midway sunk the carriers **Kaga** and **Akagi**. An appeal to the umpire resulted in the **Kaga** still being sunk, while the **Akagi** was slightly damaged; later play amended these results further so that both carriers were still operational. Similar "figure juggling" was done with air combat so that the Imperial Navy secured a decisive victory. At the battle of Midway, a total of four Japanese carriers were sunk, not by land-based aircraft, but by carrier-based planes. Rarely have end results so paralleled history -- the Japanese should have noted the risk, but when you can "re-roll the dice", there is always the tendency to do so (as any solitaire gamer can attest to).

In November 1944, the German 5th Panzer Army was wargaming an American offensive, when the game was interrupted by an actual offensive. Generalfeldmarschal Walther Model continued the game, using it as a springboard for issuing actual responses. The result: the Germans blunted the American offensive thereby setting the stage for the Battle of the Bulge.

Wargaming And The American Military Establishment

Wargaming has been an accepted device in certain of the military services, with its credence rising and falling depending on the likes and dislikes of the service chiefs. The United States Navy has been the world center of naval wargaming since 1890; concurrent with A.T. Mahan's INFLUENCE OF SEA POWER UPON HISTORY, the Naval War College in Newport, R.I. has been in the forefront of wargame design. Fleet Admiral Chester Nimitz noted that virtually all of the Pacific Campaigns had been extensively wargamed -- "the war with Japan had been reenacted in the game rooms at the Naval War College by so many people and in so many different ways, that nothing that happened during the war was a surprise...absolutely nothing, except the kamikaze tactics towards the end of the war."

The Air Force has utilized extensive computer modelling for strategic purposes, and is now implementing flight simulator models for fighter pilots a la **Top Gun**. The Army has had a love-hate relationship with wargaming and every few years decides to eliminate or reimplement the conceptual process. Currently the Command & Staff College (at Leavenworth, KS) uses a computer-assisted game detailing a Fulda Gap scenario **First Battle**. At lower levels, miniatures are used (**Dunn-Kempf** and **Pegasus**). However, land models tend to get overly complicated, require extensive referee input and detailed game familiarity by the players. Often, these prerequisites cannot be met and the system fails.

Political-strategic games are used by the Department of Defense and the NCA (National Command Authority). However, logic may be carried only so far. COL Harry Summers has told (the apocryphal story) of how all the data on North Vietnam was fed into a Pentagon computer in 1969, which was then asked "When will we win the war?"; the computer responded, "you won in 1964!". GIGO again.

Civilian Wargaming

Civilian wargaming dates back to the first toy soldiers, and H.G. Wells published **Little Wars** in 1911, which gave basic rules for miniatures wargaming and established a benchmark. Weimar Germany had a simulation **Schlachtenspiel** ("Battle Game") covering the 1813 German War of Liberation (Napoleonics); Nazi Germany had **Hutlerjugend-Gelandespiel** and **Wehrsach** ("Battle Chess"). During World War II, Fletcher Pratt developed Wells' concepts into a detailed "Naval War Game".

But it was not until 1953 that civilian wargaming truly developed. Charles S. Roberts developed **Tactics** and began marketing his creation. Adding other titles to his inventory, Mr. Roberts founded the Avalon Hill Company in 1958. Initially, board wargaming utilized squares for movement; however, Mr. Roberts noted that the RAND Corporation was utilizing hexagons (which yield an improved mechanism for equivalent movement) and he adopted this which has become the standard for the boardgame hobby.

The hobby was beset with growing pains, and Avalon Hill went through years of expansion and decompression. By 1966, Christopher T. Wagner, founded a magazine **Strategy and Tactics**, which under the tutelage of designer/publisher Jim Dunnigan produced a wargame in each bi-monthly issue. During the Glory Years of **S&T**, Jim Dunnigan established a reputation for excellence (and a side reputation of burning out his employees). The hobby expanded, but with a certain hesitance -- gamers were interested in the hobby, but the Vietnam Conflict made such pursuits increasingly unpopular. Pacifism in Vietnam did not mesh with the boardgame recreations of decisive battles of history.

Even stranger, local clubs formed, and many of these drifted into a depressing Naziophilia (with names like **Wehrmacht**, **Der Totenkopf/SS**, etc.) At a regional convention, an Adolf Hitler look-alike showed up to play World War II, complete with uniform and Volkswagen "Bug" painted **Feldgrau** and decorated with Maltese Crosses -- not exactly the image a new hobby would like to cultivate!

However, this syndrome eventually faded, and board wargaming developed into a burgeoning hobby, with a "hard core" population estimated at 100,000. But as board wargaming appeared to be a Baby Boomer creature, the younger gamers gravitated more towards the fantasy worlds of **Dungeons & Dragons**, as the die-hard wargamers grew grayer.

The Computer And The Civilian Wargamer

Computer wargaming dates back to the main-

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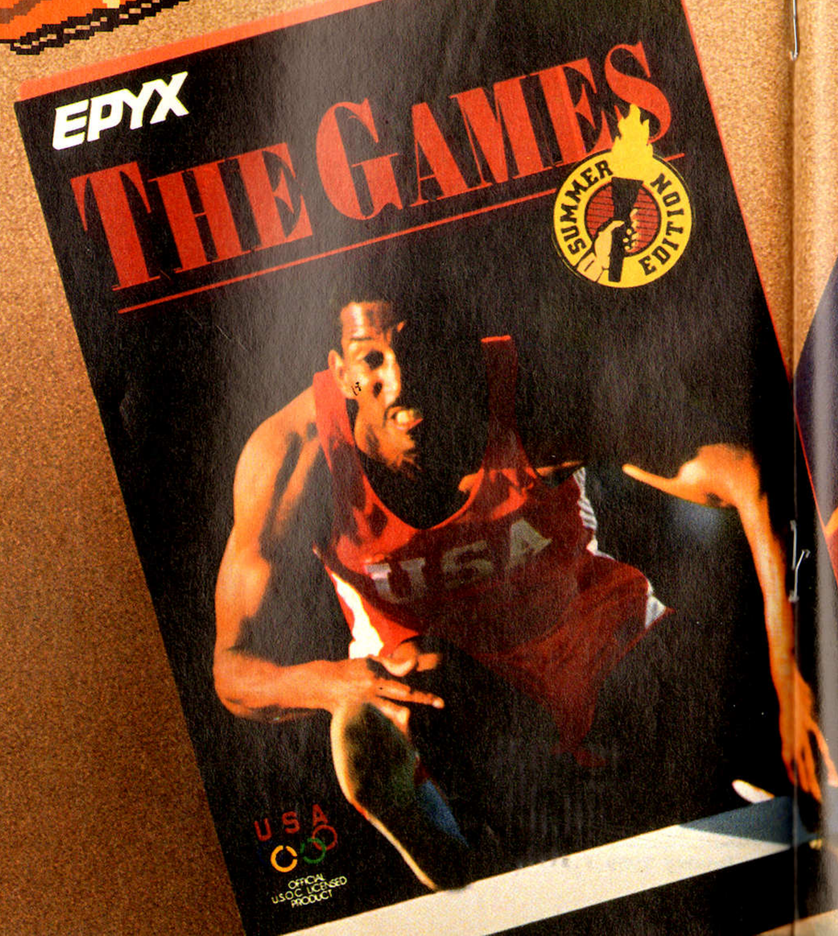

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◀ 31

frames of the mid-1960's when some unnamed programmer devised the "Star Trek" battle game. However, it was not until a decade later that computers began to develop into an attainable goal for the home user. Early computer wargames consisted of bombing attacks along an "X-Y axis" reminiscent of graph paper games. However, it was a beginning.

SSI advertised the "$2,450 Wargame" in the 1979-80 period (Apple Computer plus **Computer Bismarck**). By 1981, Chris Crawford had devised **Eastern Front** for the 8-bit Atari; shown at the National Wargaming Convention, it was an instant hit and the growth of computer wargaming had begun.

Board wargamers and their magazines **Fire & Movement, Strategy & Tactics,** were unsure of what to make of this aspect of the hobby. Initial reactions were amused if somewhat hostile; after all, the computer could not simulate the complexities of the board wargames. On the other hand, with the designs of products like **Campaign for North Africa,** which required 30 square feet of map space, counters in the thousands and rulebooks in the hundreds of pages, playability had become a factor. There was no dispute that the computer wargames were simpler than their paper antecedents.

The crux of the matter was that the computer games could be quickly set up, played and/or saved in mid-game, they could better create the "fog of war" and they were better at simultaneous movement and air combat operations plus the artificial intelligence was improving at a geometric pace. Perhaps the most important advantage of the computer was its solitaire playability; a willing (if not always "able") opponent was always there. While many board gamers bemoaned the reclusiveness that the computer has engendered (there are few enjoyable multi-player wargames), the simple fact is that most board wargamers were solitaire players. The time and effort of digesting the rules and then playing the games had been developing a generation of loners; the computer only reflected this syndrome.

SSI was the first major entrant into the computer wargaming field. Followed by numerous other companies, the most interesting phenomenon is that no boardgame designer has bridged the gap to computer wargame design. The classic boardgame designers have gravitated towards high-level consulting (e.g. Jim Dunnigan, John Prados) or remained with the boardgame (e.g. Mark Hermann, Dave Isby). The computer world notes that it is a lot easier to take a programmer and turn him into a historically-oriented researcher than vice versa. What this means is that development between boardgame and computer facets are disparate. Classic computer designers of wargames are not well-publicized; there are exceptions (e.g. Chris Crawford, Gary Grigsby), but overall, the tendency is for the company's name to predominate and the designer/developer to fade into the woodwork. Things are beginning to change: Larry Bond, creator of the boardgame **Harpoon** (and co-author of the Clancy novel **Red Storm Rising** is developing his game into a computer simulation with Three Sixty Software. Whether this is an isolated phenomenon remains to be seen.

Certain companies have shown a marked proclivity for the wargame market. SSI appeals to the hard-core gamer (who probably graduated/gravitated from the board genre), Microprose has developed excellent simulators of various modes of combat; SSG has concentrated on the wargame vis-a-vis command aspects; Simulations Canada has attempted to bridge the gap between board and computer game by utilizing elements of both. Two newcomers, LucasFilms and Koei have released excellent wargames and their acceptance by the consumer has been rapid; interestingly, both companies admire Microprose and have patterned their creations and market efforts after that company.

The most interesting aspect is that boardgame companies have not been in the vanguard of the computer movement. Avalon Hill has a computer games division, but their efforts are usually pale copies of the boardgame ancestor; GDW had made a lukewarm effort into the computer market, but without apparent success. Panther Games, and Australian company, has developed a few boardgames and is not shifting into computer design (e.g. **Fire Brigade**). But overall, the markets are separate at the corprorate level, although the market may well overlap.

Computer games are growing in sophistication. No longer can the solitary designer turn out a mega-success; man-years of production time have dictated the development of a computer workshop similar to the Italian Masters having their assistants do most of the paintings before they stepped in to add the final touches. The market has shifted from the initial 8-bit machines with as little 48K memory to the 16-bit machines with hard drive and megabytes of memory. Graphics and sound are improving rapidly, and it is apparent that the market is only growing out of its infancy now. The future looks bright!

The Wargamer's Desk Reference

By J. L. Miller

Did you ever want to see a reference of all computer wargames currently on the market? While some magazines have covered certain machines or periods, the following is a reference of all such games currently available to my knowledge. The products are listed alphabetically for easy reference, in the following format:

TITLE/MACHINE TYPE(S)/(PRICE)/ PUBLISHER/RATING DIFFICULTY/ ENVIRONMENT/LEVEL

TITLE, PRICE, PUBLISHER: Self-explanatory
MACHINE TYPE: C - Commodore Ap - Apple M - Macintosh A - Atari (8-bit) Am - Amiga IIGS - Apple II-GS I - IBM ST - Atari ST
RATING: The rating is based on **Computer Play** scorecard values. These are as follow: Packaging (10%) - Documentation (15%) - Graphics (25%) - Realism (25%) - Playability (50%) - Overall (Since the total is 125%, the total is computed by multiplying the adjusted total by 100/125 to derive the final score; the exception is science fiction - not rated for realism, the total does add up to 100%). N-R: Not Rated.

DIFFICULTY:
B-Beginner; I-Intermediate; A-Advanced
ENVIRONMENT:
L-Land; N-Naval; A-Air; SF-Science Fiction; D-Diplomatic.
LEVEL:
T-Tactical; O-Operational; S-Strategic

Please note that several SSI titles are starred; these are titles being dropped by the company, although they are still available through some retailers and mail order houses.

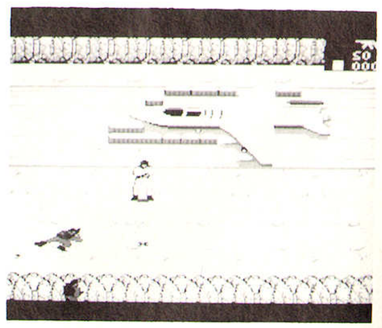
Certain titles are underscored. I regard these as the basic core of the wargamer's collection, and if you are interested in computer wargaming, these definitely belong in your possession. Some titles are duplicative, e.g. **War in Russia/Russia** or **Kampfgruppe/Panzer Strike**; at a minimum, you should pick up one of the set.

The ratings speak for themselves; please remember that these are one man's opinions. Generally, anything with a total score of 8.0 or higher is excellent, and anything with a score of less than 5.0 is...

ACE OF ACES,
C/I/A ($29.95), Accolade [4.5/4/6/4/7/5.64] B/A/T
A somewhat elementary flight simulator, this arcade-type simulation offers a quick play, albeit somewhat ahistorical rendition of fighter combat during World War II.

ACE 2,
C (?), Spinnaker [N-R] B/A/T
A head-to-head flight/combat simulator.

AIRBORNE RANGER,
C($34.95)/I($44.95),MicroProse[9/7/9/5/9.5/8.16] B/L/T
Contemporary Ranger operations, on a man-to-man level. Much more of a game than a historical simulation, its sheer enjoyability and quick ease of play offer a relatively high recommendation.



Airborne Ranger by Microprose

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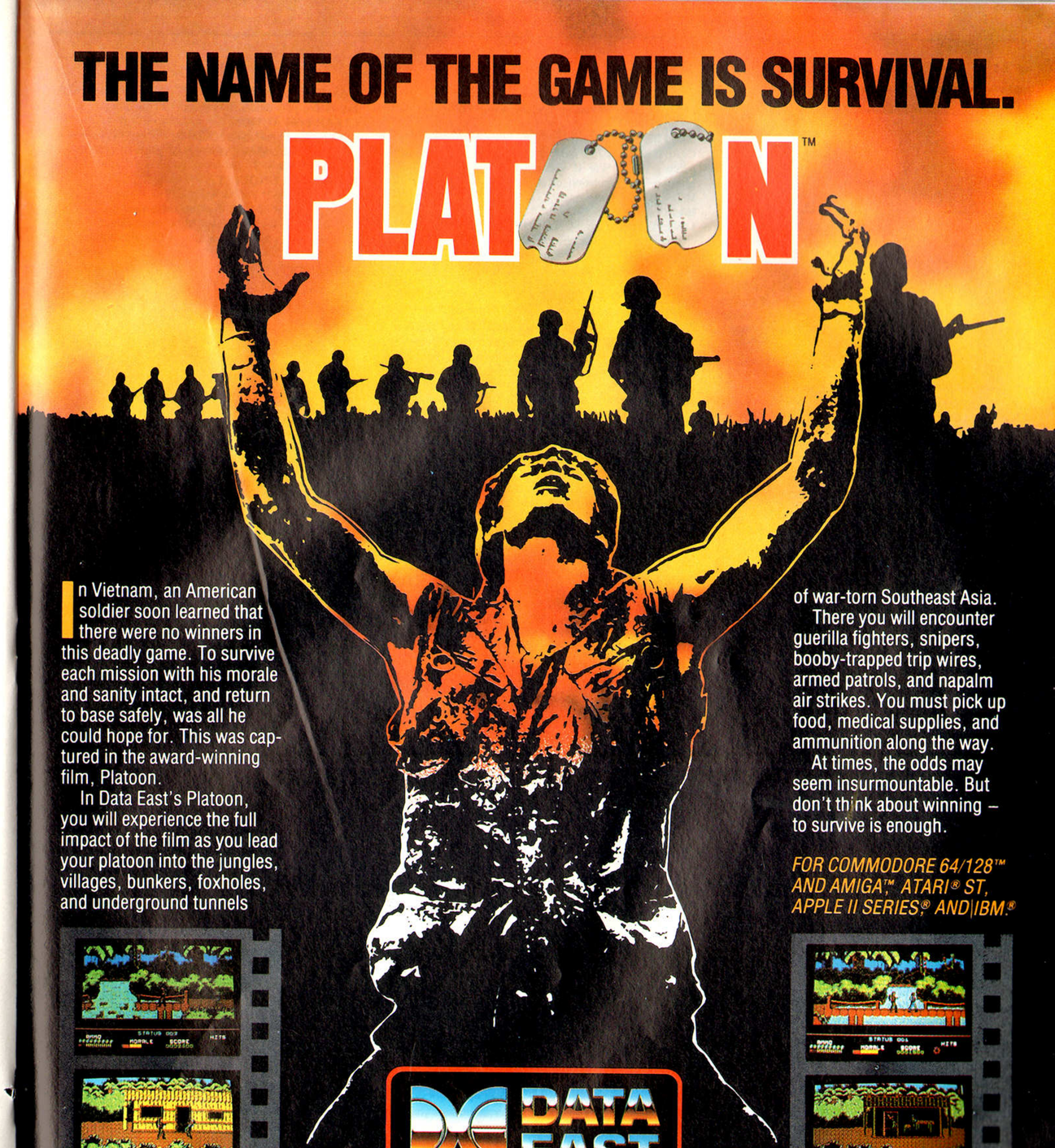
THE NAME OF THE GAME IS SURVIVAL.

PLATOON™



In Vietnam, an American soldier soon learned that there were no winners in this deadly game. To survive each mission with his morale and sanity intact, and return to base safely, was all he could hope for. This was captured in the award-winning film, Platoon.

In Data East's Platoon, you will experience the full impact of the film as you lead your platoon into the jungles, villages, bunkers, foxholes, and underground tunnels of war-torn Southeast Asia.

There you will encounter guerilla fighters, snipers, booby-trapped trip wires, armed patrols, and napalm air strikes. You must pick up food, medical supplies, and ammunition along the way.

At times, the odds may seem insurmountable. But don't think about winning – to survive is enough.

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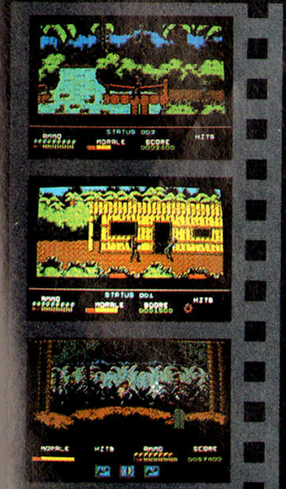

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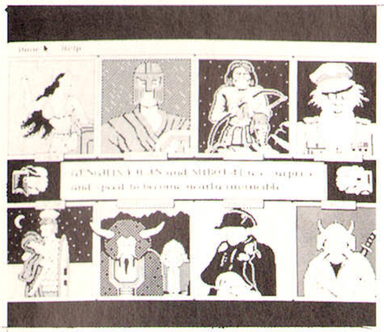


Ancient Art of War from Broderbund

ANCIENT ART OF WAR,
I/Ap/M ($44.95), Broderbund [7/7/6/5/7/6.4] I/L/O
Covering a gamut of historical situations (pre-gunpowder scenarios are best handled), this is a beer-and-pretzels type simulation. Valid lessons may be learned, but the product concentrates on playability.

ANCIENT ART OF WAR AT SEA,
I ($44.95), Broderbund [7/7/6/5/6/6.0] I/N/O
The sequel to **Ancient Art of War**, this is a similar product covering the naval aspects of warfare. While throughly enjoyable, winning tactics fly in the face of historical lessons learned (e.g. tactics optimize use of single ships as opposed to fleet employment).

ANTIETAM,
C/I/A/Ap ($49.95), SSI [8/9/6/7/7.5/7.32] I/L/O
The first of SSI's Civil War simulations, this simulation is very accurate. Its most serious flaw is an inverted screen display (north being at the bottom); however, it does yield a valid picture of the situation facing both sides.

AT THE GATES OF MOSCOW,
Ap ($45.95), SGP [N-R] I/L/O
A computer game produced simultaneously with a board game of the same title, covering the 1941 Axis Drive on Moscow.

AUTODUEL,
C/A/Ap/Am ($49.95), Origins [7/7/6/4/7/6.2] I/SF/T
A science fiction simulation based on the Steve Jackson board/miniatures game of the same name, one must use his vehicle to clear the road by fire and maneuver. Recommended for road hogs of all ages.

B-24 COMBAT SIMULATOR,
C/I/Ap ($34.95), SSI [8/8/6.5/7.5/5/6.4] I/A/T
A simulation of the World War II Ploesti oil raids, the player must join his B-24 to the formation, fly to the target and inflict maximum damage. While accurate, the game suffers somewhat from a repetitious nature and the fact that a single bomber in a raid offers little room of initiative.

BALANCE OF POWER, (1990Ed.),
I/M ($49.95), Mindscape [8/9/7.5/7/6/7.02] A/D/S
Chris Crawford's simulation of contemporary geopolitics, this product is interesting, although the political biases of the designer are very apparent. Good graphics and documentation make this an excellent teaching tool.

BALTIC 1985,
C/Ap ($19.95), SSI [7/7/5/7/6/6/6.2] A/N/O
Part of SSI's **When Superpowers Collide** series, this naval simulation of Warld War III conflict was an early examination of modern naval warfare; somewhat superseded by later releases.

BATTALION COMMANDER,
C/A/Ap ($14.95), SSI [7/7/6/6.5/6/6.3] I/L/T
Contemporary warfare, its historical accuracy and doctrine are somewhat limited. However, its now-reduced price and playability make up for its deficiencies.

BATTLE CRUISER,
C/A/Ap ($59.95), SSI* [7/7/6/7/6/6.4] A/N/T
A sequel to **Warship,** this simulation offers World War II in the Atlantic and World War I scenarios. Historically accurate and recommended for the naval buff.

BATTLEFRONT,
C/Ap ($39.95), SSG [8/7/6/6/6.5/6.48] I/L/O
A designer kit with World War II scenarios, this simulation emphasizes proper use of the chain of command. Sometimes criticized for lack of artificial intelligence routines by computer-controlled subordinates, the game system will either attract or repel the player - there is no middle ground.

BATTLE GROUP,
C/Ap ($59.95), SSI [8/7/6/6.5/6/6.38] A/L/T
SSI's World War II Western Front Sequel to **Kampfgruppe,** this simulation offers tactical scenarios and the ability to design-your-own.

BATTLE HAWKS 1942,
I ($49.95), LucasFilms [7/9/8/9/9.5/8.84] I/A/T
A combat simulator covering the major carrier battles of World War II from a pilot's perspective. Detailed graphics, excellent historicity and quick play add up to an intriguing product.

BATTLE HYMN,
I ($19.95), ArkRoyal [N-R] ?/L/O
The Battle of Gettysburg; Ark Royal initially designed simulations for the Tandy computers, and has only recently shifted its efforts to the IBM. A small company, it does not advertise in computer magazines, although it does advertise in Military History.

BATTLE OF THE ATLANTIC,
I/Ap/ST ($60.00), SimCan [N-R] A/N/O
World War II simulation; and amalgamation of a board game and a computer game, using map, counters and computer.

BATTLES IN NORMANDY,
C/Ap ($39.95), SSG [8/8/6.5/6.5.5.98] A/L/O
The Normandy Invasion and Break-Out, this SSG simulation is marred by the utilization of the **Battlefront** system in a situation where it is inapplicable. The historical use of fire and maneuver tends to bog down in a war of attrition; corps maneuverability becomes mired in a morass of engagements which yield ahistorical results.

BISMARCK: THE NORTH SEA CHASE,
C/Ap ($39.95), DataSoft [6/5.5/6.5/5/6/5.64]
An arcade-type simulation of the Hunt for the Bismarck, this product does not offer any true inovations or insight.

BLITZKRIEG AT THE ARDENNES,
Am ($49.95), Command Sim. [N-R] ?/L/O
The Battle of the Bulge (World War II).

BLUE POWDER/GRAY SMOKE,
C/Ap ($49.95), Garde [6.5/6.5/6/6/5/5.7] A/L/T
A different approach to the Civil War, this simulation offers scenarios covering aspects of the major battles, with much more emphasis on battlefield formations and maneuver, its utility is marred by a clumsy user interface and an ad hoc mixture of tactical and operational concepts.

BOOT CAMP,
C ($25.95), Konami [5/4/6/3/4/4.28] B/L/T
An arcade product in every sense of the word - as a simulation, execrable; as an arcade game, mediocre.

BREACH,
I/AM ($39.95), Omnitrend [7/7/7.5/N-R/6/6.625] I/SF/T
A science fiction simulation reminiscent of Heinlein's novel Starship Troopers. Good play value.

BROADSIDES,
C/A/Ap ($39.95), SSI* [8/8/8/7/9.5/8.4] B/N/T
Although no longer produced by SSI, this product offers the most playable Napoleonic naval simulation. Adequate graphics, good documentation and excellent play value!

CARRIER COMMAND,
ST ($44.95), Rainbird [N-R] ?/SF/T
Despite the name, this is actually a science fiction simulation of future carrier operations on a semi-arcade level.

CARRIER FORCE,
C/A/Ap ($59.95), SSI [8/7/6/8/6/6.68] A/N/O
Four carrier battles of World War II; similar to **Carriers at War**, albeit without the scenario design feature. Hampered by very slow execution.

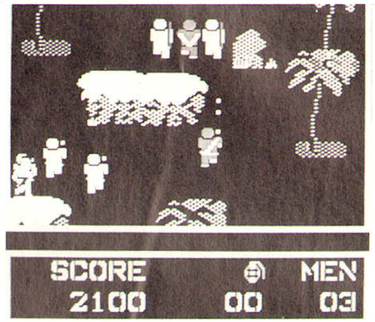
CARRIERS AT WAR,
C/Ap ($49.95), SSG [9/9/6/8/9/8.12] I/N/O
The major carrier battles of World War II; primitive graphics are more than offset by historicity and play value. Offers the ability to design-you-own scenarios and probably the best simulation available on the period.

CHICKAMAUGA, REBEL CHARGE AT,
C/I/A//Ap ($49.95), SSI [8/9/6/7/8/7.52] I/L/O
Another SSI Civil War simulation, this offers good play value and historical accuracy.

CIVIL WAR,
I ($34.95), AH [8/5/3/5/1/3.24] A/L/S
The only simulation covering the entire American Civil War, this simulation is a computer rendition of VICTORY GAME'S board game by the same title. Poor graphics and bug-ridden play defeat the concept.

CLEAR FOR ACTION,
A ($30.00), AH [8/7/6/7/3/5.28] I/N/T
Similar to **Broadsides,** although graphics and play values are much less.

COLONIAL CONQUEST,
C/A ($34.95), SSI* [7/7/5/4/7.5/6.2] B/LS/S
The 19th Century race for imperial expansion, this product is akin to the boardgame **Risk.** Lack of supply rules allow expansion without restraint; a flawed but interesting product.



Commando by Data East

COMMANDO,
C/Ap ($19.95), DataEast [6/6/6/2/6.5/5.4] B/L/T
A definite arcade-type product, this game is fun but lacks staying power.

COMPUTER AMBUSH,
C/I/A/Ap/M/ST ($59.95), SSI [7/7/3/7/5/5.4] A/L/T
The computer version of **Squad Leader**, this product's poor graphics and intricate rules do not make it the standout it was when first released.

CONFLICT IN VIETNAM,
C/I/Ap ($19.95), MicroProse [9/9.5/8/9/5.5/7.46] I/L/O
A detailed look at four battles in the Vietnam Conflict. Although extremely accurate, play value suffers from the historicity; neither side is capable of achieving a decisive victory absent sheer stupidity on the opponent's part. More of a learning tool as to what problems faced both sides than a game to be savored for its paly value.

CRUSADE IN EUROPE,
C/I/Ap ($19.95), MicroProse[9/9.5/8/7.5/9/8/8.56] I/L/O
Scenarios covering the major Western Front aspects of World War II plus a campaign offer great value. Even though the campaign suffers from a poor artificial intelligence, the sheer scope of the product makes this one to look at very seriously.

DAM BUSTERS,
C/I/Ap ($14.95), Accolade [4.5/4/6/4/7/5.64] B/A/T
The Bombing of the Ruhr Dams in World War II a la **old 633 Squadron,** this is an arcade-type simulation.

D-DAY,
I ($19.95), ArkRoyal [N-R]

DECISION IN THE DESERT,
C/I/Ap ($19.95), MicroProse [9/9/8/8/8/8.2] I/L/O
Similar to **Crusade in Europe**, this simulation examines the African Campaign of World War II. Easy to learn and historically accurate, its major defect is the lack of a campaign version. Still highly recommended.

DECISIVE BATTLES OF THE CIVIL WAR I,
C/Ap ($39.95), SSG [9/3/6/7/7/6.48] A/L/O
Building on the **Battlefront** system, this simulation covers the early battles of the Civil War (Bull Run, Shiloh, Antietam, Fredericksburg, Chancellorsville). Its major defect is the abysmally poor documentation which neglects to offer any historical overview of the scenarios or the objective of either side. Since SSG's in-house magazine Run 5 has recently covered the scenarios, it is apparent that the company expects one to secure the magazine in order to play the game - a bundling arrangement that is unexpected from a company of SSG's stature.

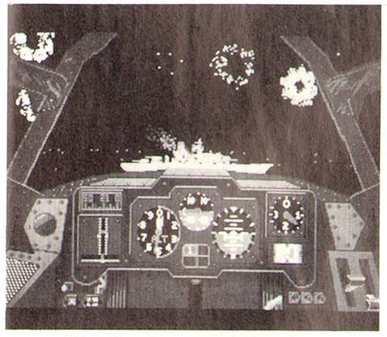
DECISIVE BATLES OF THE CIVIL WAR II,
C/Ap ($39.95), SSG [9/3/6/7/7/6.48] A/L/O
Similar to **Decisive Battles I,** this simulation covers the later battles, and suffers from the same defect.

DEFENDER OF THE CROWN, C/I/Am/M/ST
($34.95), Cinemaware [8/6/10/4/8.5/7.56] I/L/S
The era of Arthur and the unification of Britain, this simulation offers superb graphics, although the historical accuracy and play value are somewhat lower. An impressive show-off piece, but not one to sustain repeated playings.

DESERT FOX,
C ($19.95), DataSoft [6/5/5/4/5/4.88] B/L/O
An operational simulation of the African Campaign, its mixture of arcade play and simulation does not ultimately succeed on either level.

DESTROYER,
C/I ($40.00), C/Ap, Epyx [6/7/6/6/6/6.12] I/N/T
Relatively good graphics yield an interesting portrayal of destroyer operations during World War II. However, the documentation and scenarios could be more fleshed-out.

DIPLOMACY,
I ($50.00), AH [8/9/7.5/5/10/8.22] I/D/S
The computer version of the famous boardgame; the simulation is a faithful rendition, although the computer intelligence is not overly challenging once you are familiar with the system. Still a classic!



Dive Bomber by U S Gold/Epyx

DIVE BOMBERS,
I ($39.95), US Gold[5/4/3/3/4/3.68] B/A/T
A Sink the Bismarck simulation, marred by mediocre graphics, documentation and overall lack of panache. For a more interesting pilot's perspective simulation, see **Battlehawks.**

DREADNOUGHTS,
C/I ($30.00), AH [8/6/4/6/3.5/4.76] I/N/T
World War I naval action; this product's poor graphics and game play would suggest that the interested user examine **Battle Cruiser** instead.

EAGLES NEST, INTO THE,
I ($29.95), Mindscape [7/6/7/2/7/5.88] B/L/T
A more sophisticated version of MUSE's **Castle Wolfenstein,** this product is an arcade shoot-'em-up. As such, it is fun, but don't expect to learn anything about Sun Tsu or Clausewitz.

EMPIRE,
I/ST ($49.95), Interstel [7/6.5/6.5/6/9/7.44] I/LSA/O
A very enhanced version of the public domain product, this offers an intriquing simulation of global-type warfare. Emphasizing aspects of land, sea and air, the simulation is very interesting, although it does take a long time to win. Design-your-own options and easy user interface make this a player.

EPIDEMIC,
A/Ap ($9.95), SSI [8/7/4/N-R/6/5.85] B/SF/S
An interesting science fiction challenge, this simulation postulates the eradication attempts of an extraterrestrial virus. Rudimentary graphics but adequate game value.

EUROPE ABLAZE,
C/Ap ($49.95), SSG [9/9/6/9/7.5/7.8] I/A/O
Western Front air operations during World War II, although the design-your-own kit and scenarios in Run 5 have expanded to both the Eastern and Pacific Fronts. An interesting approach and simulation: recommended.

F/A-18 INTERCEPTOR,
Am ($49.95), EA [N-R] A/A/T

F-15 STRIKE EAGLE,
C/I/A/Ap ($34.95), MicroProse [9/9/9/7/8.5/8.4] I/A/T
Contemporary air operations putting you in the pilot's seat, this flight simulator, although released several years ago, is still a classic.

FALCON,
I/M ($49.95), SpectrumHolobyte [N-R] A/A/T

FALL GELB,
C/I/Ap/ST ($60.00), SimCan [N-R] I/L/O
The Fall of France, 1940.

FIELD OF FIRE,
C/A/Ap ($19.95), SSI [7/7/7/6/7/6.8] I/L/T
Take an American company through separate campaigns of World War II. Quick to learn and easy to play, the emphasis is on playability and not historical accuracy.

FIFTH ESKRADA,
C/I/Ap/ST ($60.00), SimCan [N-R] I/N/O
Contemporary naval warfare in the Mediterranean.

FIFTY MISSION CRUSH,
C/I/A/Ap ($14.95), SSI [7/7/6/6.5/4.5/5.7] B/A/OS
A simulation of the Allied bomber offensive during World War II. Easy to learn, its major deficiency is that there is not much for the player to do except fly in the formation and take what's coming in a random generator chance of surivial.

FIRE BRIGADE,
I/M ($39.95), Panther [N-R] I/A/O
The Battle of Kiev 1943, this product has been due for two years. Beta versions look interesting.

FIREPOWER,
Am ($24.95), MicroIllusions [N-R] B/L/T
Arcade tank simulation.

FIRST OVER GERMANY,
C ($?), SSI [N-R] I/A/T
The B-17 bomber offensive over Germany from cockpit. A new release.

FLIGHT SIMULATOR II,
C/I/A/Am ($49.95), SubLogic [9/9.5/9/9/7/8.26] A/A/T
The first and still the classic flight simulator. Extremely detailed, its learning curve approximates that of real flight. The World War I portion is ahistorical, but it is still interesting. Somewhat slow of execution and ponderous on 8-bit machines, the 16-bit versions offer improved graphics and play.

FOKKER TRIPLANE SIMULATOR,
M ($69.95), Bullseye [N-R] I/A/T
World War I simulator, quite similar to **Flight Simulator II,** only not as many options.

FORTRESS,
C/A ($14.95), SSI [6/6/6/N-R/6/6] B/-/S
More akin to chess, this simulation is easy to learn, but difficult to master.

GATO,
C/1/Ap/Am ($39.95), Spectrum Holobyte [7/6/6/7/8/7.08] I/S/T
A submarine simulation of World War II, this product is adequate but not exemplary in any regard. cf. **Silent Service, Up Periscope.**

GENGHIS KHAN,
I ($?), Koei [N-R] A/L/S
A new release covering the Golden Horde's expansion in the sixteenth century. Based upon the company's prior releases(**Nobunaga's Ambition, Romance of Three Kingdoms**), this product should merit attention.

GERMANY 1985,
C/Ap ($34.95), SSI* [7/7/6/6/6/6.2] I/L/O
Part of SSI's **When Superpowers Collide** series, this simulation of contemporary warfare in Central Europe has been superseded by more recent efforts.

GETTYSBURG,
C/I/A/Ap/Am ($59.95), SSI [9/9.5/6/9.5/9.5/8.76] I/L/O
Although similar to other SSI Civil War titles, the intrinsic situation at Gettysburg (a true meeting engagement) is so fascinating and the game handles so well that this simulation is one of the best titles on the market. Excellent play value and a valid teaching tool.

GLOBAL COMMANDER,
C($19.95)/I/ST($34.95),
DataSoft [4/4/5/N-R/3/3.75] B/D/S
A futuristic simulation of diplomatic peace-keeping, marred by an inability to save the game, tedious play and overall unsatisfactory entertainment value.

GOLAN FRONT,
C/I/Ap/ST ($60.00), SimCan [N-R] A/L/O

GRAY STORM RISING,
I ($19.95), ArkRoyal [N-R] ?/S/O
Battles in the North Atlantic.

GREAT WAR 1914,
C/A ($39.95), DKG [2/3/2/6/3/3.2] I/L/OS
Primitive graphics and poor user interface mar this examination of the beginning of World War I.

GREY SEAS, GREY SKIES
(update), Ap ($15.00), SimCan [N-R] A/S/O

GUDERIAN,
C/A ($30.00), AH [7/7/5/6/6/6] I/L/OS
A computer version of the classic boardgame **Panzergruppe Guderian,** this simulation is closely akin to its ancestor, but marred by a clumsy user interface.

GULF STRIKE,
C/A ($30.00), AH [7/7/4/6/5/5.4] A/LS/O
A computer version of the boardgame by the same title, this simulation is marred by a clumsy user interface and mediocre graphics.

Gunship by Microprose

GUNSHIP, C/A ($34.95)
/I($44.95), MicroProse [10/10/9/9/9.5/9.4] A/A/T
Helicopter tactics in the contemporary environment, the graphics, user interface and game values soar above the comptition. The first helicopter combat simulator and without doubt, the best!

HALLS OF MONTEZUMA,
C/Ap ($39.95), SSG [9/8/7.5/7/7.5/7.58] A/L/O
The United States Marine Corps, from the Mexican War to Vietnam in various scenarios. Based upon the **Battlefront** system, the later scenarios are more interesting and challenging.

HARRIER COMBAT SIMULATOR,
C/I/ST/Am ($29.95), Mindscape [9/6/6/5/5/5.64] I/A/T
A remake of **High Roller**, this simulation is marginally adequate.

HARRIER MISSION,
Am ($24.95), Anco [N-R] ?/A/T

HARPOON,
I ($49.95?), Three Sixty, [N-R] ?/N/O
From the co-author of the novel Red Storm Rising, this promises to be the definitive contemporary naval simulation (when it is released).

HELICOPTER 3-D,
I ($49.95), Sierra[7/6/5/5/5/5.28] I/A/T
A helicopter simulation with rather clunky graphics and not as interesting as Gunship. However, it does have an innovation - two-player real-time play by modem.

HIGH SEAS,
I ($49.95), Garde [7/6/5/5/5/5.28] A/N/T
Another examination of tactical naval warfare in the late eighteenth century. Its strength is the ability to handle multi-ship encounters; its weakness is the flaws inherent within the game system when handling multi-ship encounters.

HUNT FOR RED OCTOBER,
C/I/Am ($44.95), DataSoft [8/7/7/5/5/5.88] I/N/T
The computer version of Tom Clancey's best-selling novel. Good graphics, but marred somewhat by a tediousness in early play.

IMPERIUM GALACTUM,
C/A/Ap ($34.95), SSI* [8/6/5/N-R/6/5.95] A/SF/S
A strategic/economic simulation of space expansion. Moderately interesting, although not handled as well as **Reach for the Stars.**

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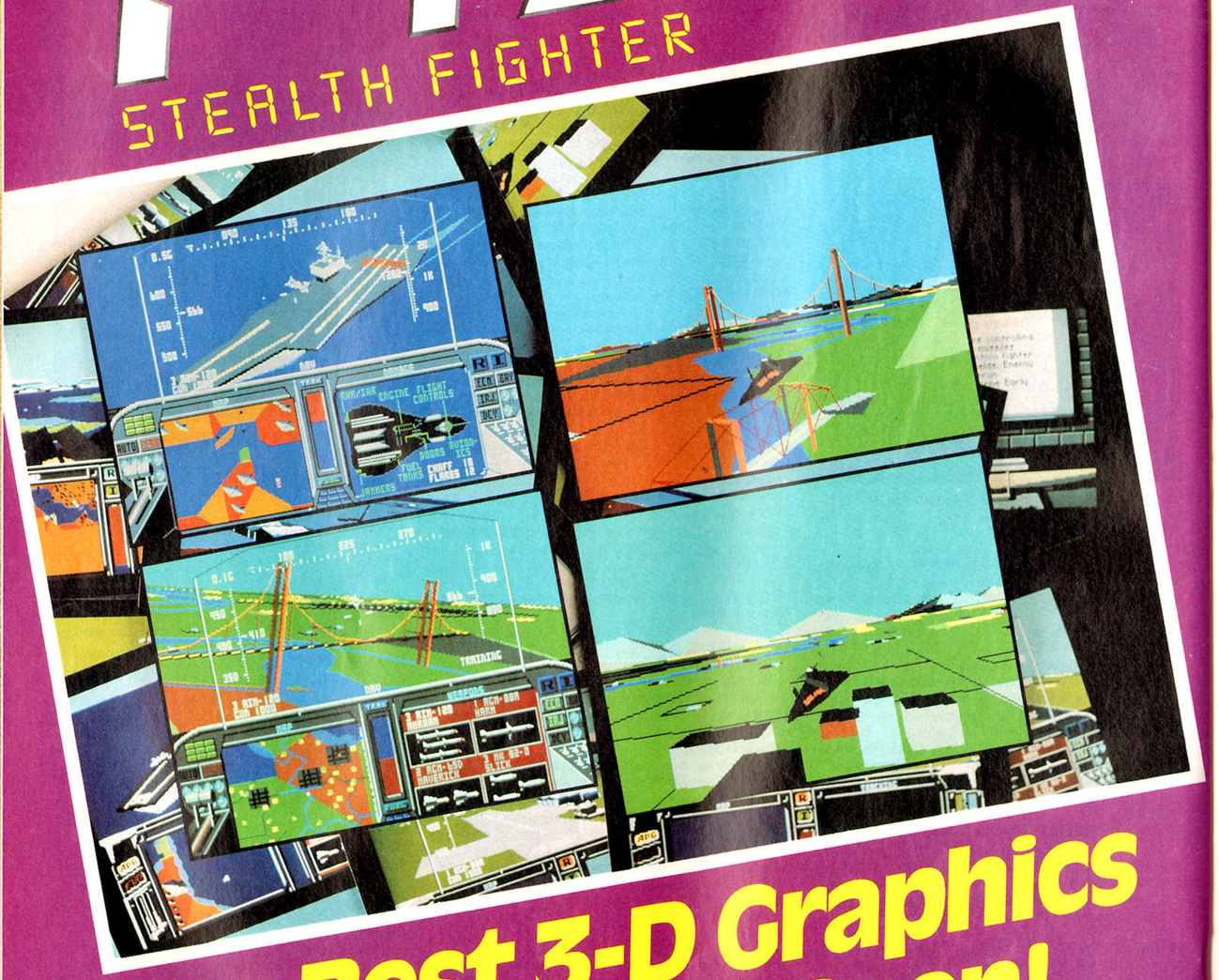
F-19

STEALTH FIGHTER



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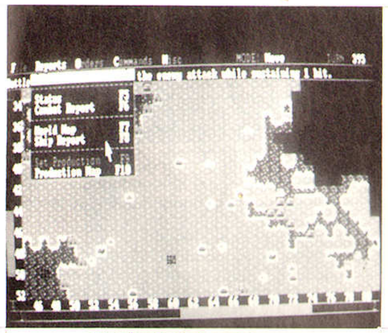


Empire by Interstel

INFILTRATOR I,
C/I/A/Ap($29.95),Mindscape[7/5/6/5/N-R/5.45] B/A/T
An arcade-type flight simulator, whose tongue-in-cheek documentation underscores the lightness of the product.

INFILTRATOR II,
C/I/A/Ap($29.95),Mindscape[7/5/6/N-R/5/5.45] B/A/T
See **Infiltrator I**; more of the same.

IN HARMS WAY,
C/I/Ap/ST ($60.00), SimCan [N-R] A/N/T
Tactical naval combat in the Pacific, 1943-1944.

JET,
C/A ($39.95)/I($49.95), SubLogic [7/9/7/8/7/7.44] A/A/T
Flight Simulator II transposed to the jet. Marred by slow execution and slower graphics, but numerous scenario disks may be utilized to tour the entire nation.

KAMPFGRUPPE,
C/I/A/Ap/Am ($59.95), SSI [9/8/7/8/9/8.28] A/L/T
The computer version of **Panzerblitz**; armored warfare on the Eastern Front. Still a classic!

KNIGHT GAMES,
C ($9.95), MasterTronics [5/4/5/3/6/4.88] B/L/T
An arcade product with various tournament events of the Middle Ages. Mildly interesting, but with no real challenge.

KNIGHTS OF THE DESERT,
C/A ($19.95), SSI [8/6/5/6/5/5.86] I/L/O
An early examination of the African Campaign, this simulation was the first to utilize multi-unit stacking (with limited success). Slow and ponderous.

KURSK CAMPAIGN,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O
An examination of the largest tank battle of history, utilizing SimCan's combination of boardgame and computer system.

LONG LANCE,
C/I/Ap/ST ($60.00), SimCan [N-R] A/N/T
Tactical naval combat in the Pacific, 1942.

LORDS OF CONQUEST,
C/I/A ($14.95), EA [7.5/8/8/8.5/N-R/9.5/8.825] B/L/S
A Risk-like simulation, easy-to-learn and fun to play. Totally ahistorical, but tremendous fun; design-your-own scenarios. At the price, a must-have!

LORDS OF THE RISING SUN,
Am ($?), CinemaWare [N-R] I/L/OS
A to-be-released simulation of the unification of Japan, cf. **Nobunaga's Ambition.** Sneak views of the graphics look stunning, and word of mouth has it that game play may be of similar quality.

LUFTFLOTTE,
I ($14.95), ArkRoyal [N-R] ?/A/O
The Battle of Britain.

MECH BRIGADE,
C/I/A/Ap ($59.95), SSI [8/8/7/7/7/7.2] A/L/T
The contemporary equivalent of **Kampfgruppe:** however, weapons systems seem to lack the lethality that they in fact possess.

METZ-COBRA,
C/A ($39.95), DKG [N-R] I/L/O
The break-out from the Normandy beachhead, 1944.

MOSCOW CAMPAIGN,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O

NAM,
C/A/Ap ($14.95), SSI [8/6/6/4/4/4.96] B/L/O
Scenarios depicting the Vietnam conflict in the **Field of Fire** system. However, while the scenarios may be interesting, they bear no relation to the historical situation and the fire and maneuver of Vietnam.

NAPOLEON AT WATERLOO,
C/A ($34.95), Krentek [7/6/6/7.5/6.68] B/L/O
A simulation of the most famous battle of history. While enjoyable, tactics do not reflect reality and victory can be achieved only by overly artificial means.

BATTLES OF NAPOLEON,
C/Ap ($49.95), SSI [N-R] A/L/TO
SSI's long-awaited Napoleonic simulation, covering various conflicts of the Napoleonic Wars.

NAPOLEON IN RUSSIA,
C/A ($24.95), DataSoft [7/7/6/7.5/8/7.3] I/L/O
The Battle of Borodino; designed by Krentek Software, this reflects the Napoleon at Waterloo system, but in a more advanced and technically correct simulation. One of the better Napoleonic simulations currently available in the marketplace.

NATO COMMANDER,
C/A/Ap ($19.95), MicroPose [7/7/7/6/7/6.8] I/LA/O
World War III in Central Europe; the first of the Command Series, the simulation is still enjoyable albeit somewhat dated.

NOBUNAGA'S AMBITION,
I ($59.95), Koei [10/10/9/9/9.5/9.4] A/L/S
A diplomatic/strategic simulation of the unification of Japan. Strong emphasis on economics and detailed play make this one of the best simulations available.

NORTH ATLANTIC '86,
Ap ($34.95), SSI* [N-R] A/S/O
Another **When Superpowers Collide** product; however, an interesting early effort at portraying contemporary naval conflict.

NORWAY 1985,
C/Ap ($19.95), SSI* [N-R] A/S/O
cf, North Atlantic '86.

OBJECTIVE: KURSK,
C/A ($39.95), DKG [N-R] I/L/S
The largest tank battle in history, 1943.

OGRE,
C/A/I ($41.95), OriginSystems [8/8/6/N-R/6/6.5] I/SF/T
A computer rendition of the Steve Jackson boardgame. Easy to learn and fun to play, although somewhat overpriced.

OPERATION MARKET-GARDEN,
C/I/A/Ap ($49.95), SSI [8/8/6/5/4/5.4] A/L/O
Montgomery's Mistake; a simulation of the Asinine Airdrop that went a Bridge Too Far. Clumsy user interface and inability to correct movement errors inhibit this game.

OPERATION OVERLORD,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O

OPERATION WOLF,
C ($?), Taito [N-R] B/L/T
An arcade simulation of commando-type raids.

PANZER GRENADIER,
C/A/Ap ($19.95), SSI [8/8/7/7/6/6.8] B/L/T
Regimental tactics on the Eastern Front. Relatively accurate and easy to play; but no real innovations.

PANZERJAGD,
C/A ($30.00), AH [6/5/3/5/5/4.68] B/L/T
Early portrayal of tactical armored conflict. Rendered obsolete by more recent releases.

PANZER STRIKE,
C ($44.00)/Ap($49.95), SSI [9/8/7.5/8/9/8.38] A/L/T
Similar to **Kampfgruppe**, but on a smaller scale. Historically accurate and design-your-own scenarios offer a lesson in World War II tactics.

PARIS IN DANGER,
C/A ($30.00), AH [6/4/2/5/2/3.16] B/L/O
Two player only; early release covering the Napoleonic 1814 Campaigns. Interesting for the period covered, but not truly enjoyable as a game of a simulation.

PATTON VS. ROMMEL,
C/I/M ($14.95), Mindscape [7/8/8/7/4/6.12] I/L/O
An operational campaign in France. Innovative play system marred by a clumsy user interface.

PHM PEGASUS,
C/I ($39.95), EA [8/9.5/9.5/9/5/7.48] I/N/T
Contemporary hydrofoil simulation; excellent graphics, although play becomes somewhat repetitive.

PIRATES,
C/I ($39.95), MicroProse [9/10/9.5/6/9.5/8.82] I/S/T
The Age of Piracy; excellent graphics coupled with innovative play make this a fascinating product.

PIRATES OF THE BARBARY COAST,
C/I/A/ST ($24.95), TCD [5/3/6/2/3/3.26] B/S/T
A simulation of piracy and trade. Adequate graphics but minimal entertainment value. Quickly becomes tiresome and tedious.

PLATOON,
C ($29.95), DataSoft [N-R] B/L/T
Title taken from the Oscar-winning movie, this arcade simulation has no insight or play value to speak of.

P.O.W.,
Am ($39.95), ActionWare [N-R] B/L/T
An arcade shoot-'em-up. Distinguished by excellent graphics and sheer fun.

PRESIDENT ELECT,
C/A ($14.95)/I/ST($24.95),SSI [7/7.5/5/8/7/6.86] I/D/O
The Presidential elections, 1960-1988. A true leaning tool and entertaining as well.

PT-109,
M ($39.95), SpectrumHolobyte [7/8.5/8/8/7/7.58] A/N/T
PT tactics in the South Pacific, distinguished by good graphics and play value.

RAM,
I ($39.95), AH [7/6/5/6/4/5.08] A/N/T
Ancient naval tactics; poor graphics and mediocre execution.

RDF '85,
Ap ($34.95), SSI* [N-R] A/L/O
Another **When Superpowers Collide;** relatively dated.

REACH FOR THE STARS,
C/I/Ap ($39.95), SSG [8/7/7/6/9/7.68] A/SF/S
One of the best science fiction exploration/conquest games, distinquished by detailed play and company support (now in the third edition).

RED STORM RISING,
C ($34.95), MicroProse [9/9/9/9/9.5/9.2] I/N/T
Modern nuclear submarine simulation, distinquished by extreme realism, excellent graphics and play value. Taken from the Tom Clancey novel by the same name, this simulation succeeds on all levels.

REFORGER '88,
C/A ($14.95), SSI* [7/6/7/7/5/6.08] A/L/O
World War III in the Central Front; somewhat dated.

ROADWAR EUROPA,
C/Ap($39.95)/I/ST/Am($44.95),
SSI[8/7/6/N-R/8/7.35] A/SF/T
Science fiction treatment of a **Mad Max**-type world. Adequate graphics and good play value.

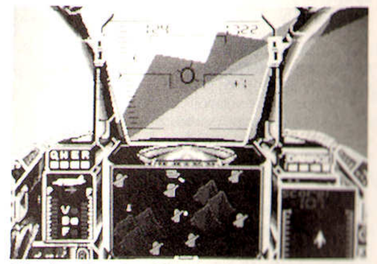
ROADWAR 2000,
C/I/Ap/ST/Am($39.95)/II-GS($44.95), SSI
[8/7/6/N-R/8/7.35] A/SF/T
See Roadwar Europa: same simulation only in the United States (released first).

ROMANCE OF THE THREE KINGDOMS,
I ($69.95), Koei [10/6.5/9/8.5/7/7.16] A/L/S
Strategic/diplomatic/military simulation of the unification of China. Requires diplomatic skills and virtual role-playing identification; well-executed program.

ROME AND THE BARBARIANS,
C/A ($24.95), Krentek [6/7/6/6/8/6.92] I/L/S
The trials and tribulations of the Roman Empire covered in an interesting fashion; adequate graphics but distinguished by good play value.

ROMMEL,
C/Ap ($39.95), SSG [9/8/7.5/7/8/7.78] A/L/O
Based on the **Battlefront** system; the fluidity of the African Campaign is handled better here than the Normandy campaign (cf. **Battles for Normandy**).

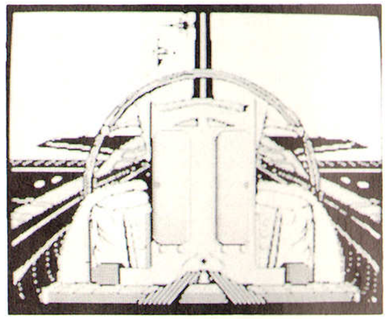
ROMMEL AT EL ALAMEIN,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O



Harrier Combat Simulation by Mindscape

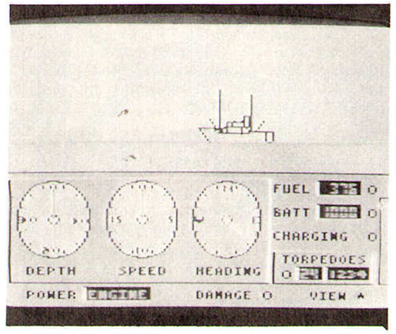
40 ▶

ROMMEL AT GAZALA,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O
RUSSIA,
C/Ap ($39.95), SSG [9/8/7.5/8.5/9.25/8.58] A/L/S
The East Front - - in its entirety. However, a completely playable and interesting treatment. Occasional errors in order of battle, but this simulation is playable and is admirable for its sheer scope.
SEARCH AND DESTROY,
C/I ($14.95), Broderbund [4/4/5/4/4/4.2] B/N/T
Destroyer tactics; no real innovations here and more reminiscent of an arcade-type product.
SEVEN CITIES OF GOLD,
C/I/A ($14.95), EA [8/9.5/8/5/9.5/8.18] B/L/S
The Exploration of the New World; good graphics and excellent play value render this one of the classic simulations. Although old, it holds its age well.
SEVENTH FLEET,
C/I/Ap/ST($60.00),SimCan[7/7.5/4/8.5/8.5/7.36]A/N/O
Modern naval conflict in the Pacific utilizing map, counters and computer. An interesting approach which succeeds in simulating the "fog of war"; minimal graphics but good play value.



Falcon by Spectrum HoloByte

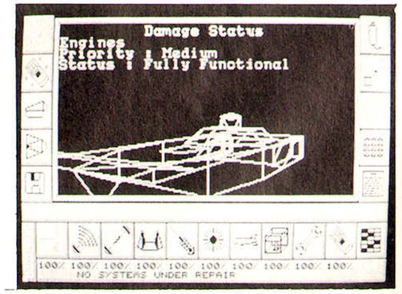
SHILOH: GRANT'S TRIAL IN THE WEST,
C/I/A/Ap/ST ($39.95), SSI [9/9/6/9/8.5/8.2] A/L/O
An up-to-date treatment of the Battle of Shiloh, this simulation is in line with prior SSI releases. It offers good graphics, an accurate order-of-battle and good play value.
SIEG IN AFRIKA,
C/Ap ($60.00), SimCan [N-R] A/L/O
The War in North Africa, 1940-1943.
SILENT SERVICE, C/I/A/Ap/Am/II-GS ($34.95),
MicroProse [9/9/9/9/9/9] A/N/T
Submarine warfare in World War II; excellent graphics, documentation and play render this a classic - both when it was released and today.
SIX GUN SHOOTOUT,
C/A/Ap ($14.95), SSI [7/6/5/5/9/6.88] B/L/T
A semi-tongue-in-cheek treatment of the Old West. Easy to learn and fun to play. Minimal graphics but still fun to play.
SKY CHASE,
Am ($?), Maxis [N-R] I/A/T
Mediocre graphics, but good play value, with dual windowgraphics allowing simultaneous head-to-head combat.
SKY SHARK,
C ($?), Taito [N-R] B/A/T
A World War II-era arcade aerial shoot-'em-up.
SONS OF LIBERTY,
C/I/A/Ap ($34.95), SSI [9/9/7.5/8/6.5/7.5] A/L/T
The American Revolution done in the SSI tradition. Accurate and good graphics, and recommended for those interested in this period.
SPITFIRE 40
C/Ap ($35.00), AH [7/6/3/6/4/4.68] I/A/T
World War II in the air; poor graphics and poorer execution. The simulation flies like a bus with the maneuverability of a tractor-trailor.
STALINGRAD CAMPAIGN,
C/I/Ap/ST ($60.00), SimCan [N-R] A/L/O
STAR COMMAND,
I ($49.95), SSI [7/7/7.5/N-R/7/7.125] A/SF/T
Somewhat akin to Breach; good graphics and play value.



Gato by Spectrum HoloByte

STAR FLEET I,
C/I/A ($49.95), Interstel [8/8/5/N-R/9/7.75] I/SF/T
A commercial treatment of the public-domain game; more frills and extras than expected. Well-executed and fun to play. Recommended.
STEALTH FIGHTER,
C ($39.95), MicroProse [10/10/8/8/7.5/8.25] A/A/T
Various Stealth missions handled in the inimitable MicroProse fashion - good graphics and documentation.
STEALTH MISSION
C ($49.95), SubLogic [10/10/8/8/6/7.6] A/A/T
Similar to **Stealth Fighter;** user preference will decide based upon prior biases.
STELLAR CONFLICT,
Am ($39.95), Par [N-R] ?/SF/?
STELLAR CONQUEST,
I ($49.95)/ST($54.95), SSI [9/6/6/N-R/5/5.8] A/SF/T
SSI's latest science fiction empire-conquest. Similar to **Reach for the Stars,** although the latter still holds more interest and game value.
STRATEGIC CONQUEST,
Ap ($49.95), PBI [N-R] A/LS/S
Empire for the Apple computer system.
STRIKE FLEET
C/I ($34.95), EA [9/9/10/7/9.5/9.0] I/N/T
Modern naval warfare handled with superb graphics and game play. Historical accuracy has occasionally been sacrificed for playability, but still a classic.
SUB BATTLE SIMULATOR,
C/I/Ap ($49.95), Epyx [8/8/8/8/7/7.6] A/N/t
World War II submarine conflict in either the Atlantic or Pacific theaters. While this option is meritorious, other simulations have more play value (cf. **Silent Servie** or **Up Periscope**).
SUPER HUEY,
C/A ($12.95), Cosmi [5/4/4/4/4/4.08] B/A/T
Modern helicopter simulation; poor graphics coupled with somewhat uninteresting scenarios do not make a success.
SUPER HUEY II,
C ($12.95), Cosmi [5/4/4/4/4/4.08] B/A/T
See Super Huey.
SURRENDER AT STALINGRAD,
C/A ($29.95), DKG [N-R] I/L/O
T.A.C.,
C/A ($30.00), AH [5/5/3/5/4/4.2] B/L/T
Early simulation of conflict on the Eastern Front; superseded by more recent efforts.
TELEWAR,
Am ($39.95), S/W Terminal [N-R] ?/?/?
THEATER EUROPE,
C/A ($24.95), DataSoft [5/5/4/5/6/5.2] B/L/S
World War III in Europe; handled in a semi-arcade type fashion, **NATO Commander** is a better success.
THUNDER CHOPPER,
C/Ap ($29.95), ActionSoft [6/5/6/6/6/5.88] I/A/T
A clone of Gunship, this simulation is not as interesting or facile.
TIGERS IN THE SNOW,
C/A/Ap ($9.95), SSI [7/6/5/6/5/5.48] B/L/O
An early treatment of the Battle of the Bulge; still for sale but hopefully going out of print. Clumsy user interface and poor graphics.

TOBRUK,
C ($39.95), EA [7/6/5/5/5/5.28] I/L/O
An arcade/wargame mixture which does not succeed on either level.
TOMAHAWK,
C/A ($34.95), DataSoft [5/5/5/5/5/5]
Modern helicopter simulation, this product attempts to emulate **Gunship**, although it crashes before taking off. Poor graphics and execution.
TOP GUN,
C/I ($9.95), ThunderMtn [3/5/5/5/6/5.24] B/A/T
Arcade-type treatment of modern fighter aircraft. Mildly entertaining for pre-teens.
TOP GUNNER COLLECTION,
C/A ($24.95), MicroProse [6/7/7/5/7/6.52] I/A/T
Three prior releases bundled together (**Spitfire Ace, Hellcat Ace** and **Mig Alley Ace**). Outdated graphics, but still interesting.
TO THE RHINE,
I/Ap/ST ($60.00), SimCan [N-R] A/L/O
TRAIN,
C ($29.95), Accolade [N-R] B/L/T
A simulation of the Burt Lancaster World War II movie.
TRUST AND BETRAYAL,
M ($49.95), Mindscape [7/9/7/N-R/8/7.3] A/L/O
Not a wargame, but a state-of-mind, Chris Crawford's latest release is a fascinating simulation of communication and miscommunication. Highly recommended for a change of pace.
TSUSHIMA,
C/Ap ($30.00), AH [6/6/4/7/8/6.6] B/N/T
The Battle of Tsushima during the Russo-Japanese War; the only computer simulation ever done on this period. As such, it is interesting even with its clumsy graphics and user interface.
TYPHOON OF STEEL,
C/Ap ($49.95), SSI [N-R] A/L/T
Panzer Strike in the Pacific. Recently released.
U.S.A.A.F.,
C/A/Ap ($59.95), SSI [8/8/7/9/9.5/8.6] A/A/S
The American bomber offensive 1943-1945 on a daily basis! The campaign Game can take hundreds of hours, but it is interesting and a real learning tool. Recommended.
U.M.S.,
I/ST ($49.95), Firebird [8/7/9/5/8/7.48] I/L/O
A wargame design kit, characterized by easy design parameters. However, accuracy is sacrificed for playability, and often playability is sacrificed for graphic display.
UNDER FIRE,
Ap ($59.95), AH [7/7/6/7/6/6.4] A/L/T
Squad Leader for the computer. Currently available only for the Apple, although other versions have been promised for months/years!
UNDER THE ICE,
I/ST ($39.95), Lyric [N-R] I/N/T
Modern submarine simulation, sold by mail-order only.
UNIVERSE,
C/I/A/Ap($79.95),Omnitrend[7/6/9/N-R/5/6.35]A/SF/T
A world of its own, this simulation is extremely detailed, although user interface can be clumsy at times and the documentation occasionally overlooks some points.
UP PERISCOPE,
C/I ($29.95), ActionSoft [8/10/8.5/9/8.5/8.74] A/N/t
World War II submarine warfare; gives **Silent Service** a



Carrier Command by Rainbird

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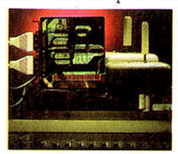
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run for your money. Good graphics coupled with excellent documentation and play value.

U.S.S. OCEAN RANGER,
C ($?), Activision [N-R] ?/N/T

A hydrofoil missile carrier simulation; the subject has previously been done (cf. **PHM Pegasus**).

WARGAME CONSTRUCTION SET,
C/A($29.95)/I/ST($34.95), SSI [8/7/5/4/5/5:5.28]

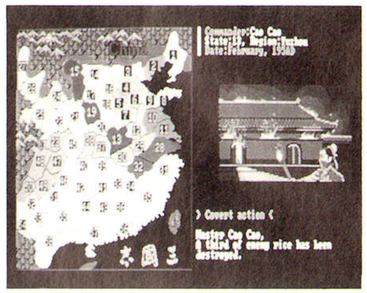
A wargame construction set that promises much but delivers little. Quite popular, but only accurate for World War II.

WAR IN RUSSIA,
A/Ap ($79.95), SSI [8/7/6/7/9/7.68] A/L/S

The War in the East done in a detailed simulation. Much more complex than Russia, but with more flaws as well (the AI does not handle the later stages of the war well). Still recommended.

WAR IN THE SOUTH PACIFIC,
C/Ap ($59.95), SSI* [8/7/7/7/7/6.76] A/N/O

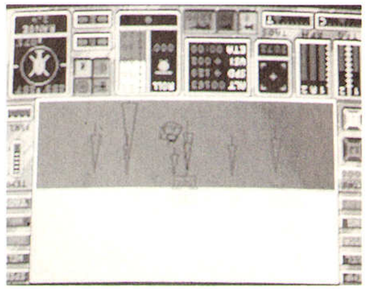
The War in the South Pacific - a logistician's dream (or nightmare!). Complex and interesting, but recommended only to those with a special interest in the period.



Romance of Three Kingdoms by Koei

WARSHIP,
C/I/A/Ap/ST ($59.95), SSI [7/7/6/7/6/6.4] A/N/T

World War II in the Pacific; historically accurate and recommended for the naval buff.



Tomahawk by DataSoft

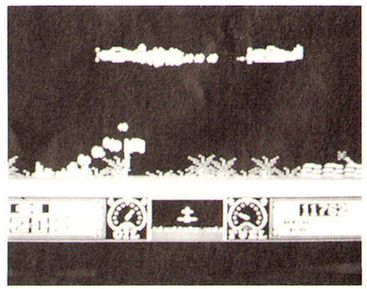
WINGS OF FURY,
Ap ($34.95), Broderbund [N-R] B/A/T

WINGS OF WAR,
C ($14.95), SSI [7/7/4/7/4/5.2] I/A/T

World War II air combat; poor graphics and mediocre play render this product obsolete.

WOODEN SHIPS & IRON MEN,
C ($35.00), AH [8/7/6/7/5/5.96] I/N/T

Based on the boardgame by the same name; however, the play value do not render this as competition for **Broadsides**, and its only advantage thereto consists of mulit-ship combat.



Wings of Fury by Broderbund

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Hardware Choices for Wargamers

By J. L. Miller

OK, you've been reading this magazine, and want to get into computer wargaming, or just gaming in general. But there are so many different machines, with so many different formats that you can't tell where to begin. Talking to a salesman at a hardware store is like taking foreign language lessons - only you got an F.

I will attempt to relieve you of your frustrations. You don't want a machine for programming; for most of us, programming refers to the latest edition of **TV Guide.** All you want is a machine that is capable of certain accomplishments - chief of which is that it supports what you want it to do without your having to secure a doctoral degree from M.I.T. If, on the other hand, you are still regretting the demise of the slide rule, wear pencils and pens like jewelry and think in binary and dexadecimal notation, then you are reading the wrong magazine!

BASIC REQUIREMENTS: Computer/Disk Drive, Monitor

ADDITIONAL SUGGESTION: Printer

(1) THE COMPUTER/DISK DRIVE

There are hundreds of types of computers in the contemporary marketplace. However, if you have an interest in computer gaming, you have already narrowed the field considerably. The most important consideration is whether or not the machine you choose has a future — an Osborne or a PET may be acquired cheaply, but software up to current standards is another matter.

For the computer wargamer, the choice may be defined as follow:

Atari (8-bit): A great machine whose time has passed. Piracy and lack of company support have doomed this machine to the also-rans. No new software is being designed for the 8-bit Atari commercially, and matters will only get worse.

Apple II: The computer that started the computer revolution. Traditionally overpriced, Apple has maintained its pricing structure in the face of the competition — and it prospers! At one time, the wargamer's machine of preference, less and less software is being premiered on the Apple. SSI is an exception, but generally, such products are ported over to the Commodore within a month or two and thereafter to the IBM.

Apple II-GS: A programmer's machine; great graphics and fun to play with, assuming that you know or want to know what makes a computer tick. Since few software games premiere on the II-GS or are ported over, avoid this machine.

Commodore 64/128: The Commodore is yesterday's design. Built for obsolescence, it has surprised everybody with its durability. Virtually 75% of computer software is currently premiered on the C-64; this situation is rapidly changing with the advent of the IBM-clones in today's market. But for the next year or two, the C-64 is the cheap gamer's choice!

Amiga: The Commodore 16-bit (advanced) machine. Great graphics/great computer. Who cares? There is simply insufficient software in the gaming field to justify its purchase.

Atari ST: Like the Amiga, only less. Little software, and less company support. Some software does appear for the ST; it quickly finds itself avaliable for the IBM and other machines as well. Atari and ST owners will grudgingly admit that such machines are not recommended for the initial entrant. What is surprising is that the Atari-ST is doing well in Europe, but for the domestic market, it would pay to look elsewhere.

Macintosh: Black and white; for computer whizzes only. Little software; little potential. While many designers use the Macintosh to produce their original designs, they generally end up marketing such designs on either the Commodore or the IBM-type machines. The MacII has brilliant color and is priced at a high enough level to deter all but the most dedicated or wastful.

IBM: Big Blue strikes back! Although the OS/2 system has landed with a resounding THUNK, the XT/AT IBM and their clones are grasping an ever-increasing market share for computer software. While the IBM is still overpriced and emphasizing the OS/2 market, XT clones may be purchased for under $500. AT clones are dropping in price rapidly, and by Christmas, an AT-clone with hard disk may be available for $1500. For the gamer who would like to do some occasional word processing, the XT/AT clone would be the machine of choice. If possible, get the machine with both 3.5" and 5.25" drives; the former is rapidly securing ascendency, but many programs are still produced with the latter-sized drive.

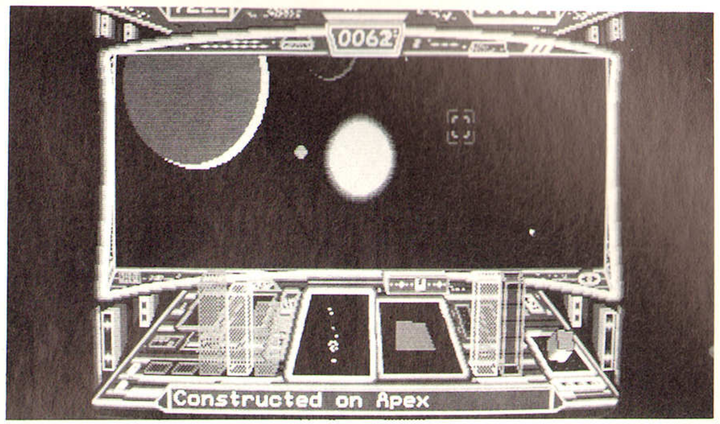
A Commodore system, computer and disk drive, may be purchased for $350. Since you can hook it up to a color television set, that may be the extent of your investment. However, that is also the extent of your use. An IBM-clone may be purchased for $500, but a monitor would be required as well.

IBM-graphics capability run a gamut from none (a non-option for the gamer) to CGA to EGA to VGA (256 color capable). Once again, you get what you pay for. My recommendation is to obtain an EGA (enhanced graphics) system and monitor; the XT-models may be purchased complete with monitor for c. $1000; the VGA system has better graphics but at an additional cost of $500-$1000. Since there are few games currently made for VGA, the cost may be non-justified. Also, use of a joystick or mouse (an external device similar to a joystick, only with finer input characteristics) will add up to $300 to the cost of a machine (for device plus card).

Thus, Commodore or IBM-clone -- the end choice. While the Commodore is an existing entry available at dealers as diverse as **Toys R Us** and computer dealers, the IBM clones are ubiquitous. Which one to pruchase?--The answer is to shop for the best deal. Check compatibility carefully, ask the store to demo some products that you would be interested in. There are clones and ther are clones...Some work well in business applications, but are awful with game products. Also, check your game interests and availability; often, you will be interested in certain games which are only available in a particular format. But remember, the future will bring changes, and you can't buy a new computer every year! If there is sufficient interest, I will delve into the IBM-clone market in a future issue. Happy computing!

Starglider II

By Daniel Carr



The Imperial Prator of Egron has a problem. For years now he has been trying to conquer the galaxy in order to show what a nice dictator he'd be. However, one group of people still won't see the light, the free and peace loving people of Novenia. The Prator once tried to invade Novenia outright, but the Novenian sentinels (large space platforms with plenty of weapons) stopped the invasion.

So, to correct this problem, the Prator has devised the following plan. He will invade a nearby system, Solice, and build a very large, to say the least, plasma beam (the kind that draws it's energy from the sun) and blast Novenia into sub-atomic particles.

Novenia is warned about all of this when one of the Solice resistance fighters escapes. The Council of Novenia decides to send the experimental ship, ICARUS, (Interplanetary Combat and Reconnaissance Universal Scoutcraft) to blow up the plasma beam and save the galaxy.

This is the premise for **STARGLIDER II,** a fast-paced arcade style adventure with excellent graphics and smooth scrolling 3D animation.

The object is to pilot the ICARUS around the system looking for the materials to put together a neutron bomb and blow up the plasma beam. This won't be easy since the materials, some of which include nuclear fuel, wine, a box of Castrobars (the ultimate candy bar since it comes from a moon made up of sugar), a professor plus several more items, are all scattered throughout the five planets and moons that make up the Solice system. You must collect these items and bring them back to your base on the third planet Apogee where the bomb can be assembled.

This base is part of an underground tunnel system that exists on the planet. Other systems exists on most of the other planets and moons and are essential in fighting the Egrons. Each system is a maze that you can fly around in (and get lost if you don't map it out) and has its own base where you can trade with the rebels in order to obtain supplies. Although some have free weapons you can grab.

The interior of the ICARUS is nicely done. The display uses lots of color and detail to show the instruments and gauges. Five of these gauges are very important. One shows you the amount of energy available to your drive. The shield gauge shows how much damage you can take before you blow up. The last three display your weapons which include power for your laser, the number of fire and flee missiles and the number of bouncing bombs you have. You can have a maximum of four missiles and four bombs aboard. Each of these gauges is represented by a hologram on your instrument panel. Also, you have a cargo bay that will hold three items to build the neutron bomb and a tractor beam to grab and put things in the hold.

There are many ways to refuel and recharge the shield and laser with the ICARUS's energy induction system. You can fly toward the sun and skim the energy from a solar flare but don't get too close or you'll melt. Hovering over the volcano on Dante (the closest planet to the sun) recharges everything fast but watch out for the rocks and lava. On some of the planets are powerlines in which you fly under to recharge. However, this is slow and difficult since the enemy is shooting at you or you might hit a powerline and blow up. The last way is to tractor an asteroid and hold on to it until you're recharged which turns out to be the fastest way.

There are a number of features that allow you to control how the ICARUS flys. For example, the X, Y, and Z axes can be adjusted so the ship will either bank or yaw when turning. Yawing made it easier for me to line up and hit a target. The view can also be adjusted so the you can see what's behind, to the side or below you. The game can be conrtolled by mouse or joystick and the mouse sensitivity can be adjusted also.

The weapons are a lot of fun but somewhat awkward to use. The laser bolts are slow in scrolling across the screen, so you must lead your targets in order to hit anything. The missiles are much faster but seem to take a while to find the target. They just run around in circles before exploding. The bombs are hard to aim but are devastating. I dropped one on an Egron projector base and watched the whole thing blow up while my laser and missiles failed to take it out. There's another weapon what I have not tried yet called time-warp cuboids. These trap an object (freeze it) and project it backwards in time where it collides with itself.

There are lots of nasties out there to try to stop you and while they're not too graphically detailed, they do animate smoothly. On the surface of a planet or moon there are land walkers, tanks, mines and cannons. In space there are fighters, pirates, UFO's and space whales. No matter where you go in space there will be pirates to harass you. But this can be an advantage in that every now and then when you blast a pirate, his cargo is dropped which might be an item needed to build the bomb.

Other less lethal objects include office buildings, solar collectors, trees and things that can't be identified. I had a lot of fun just wondering around on the surface of a planet blasting everything in sight.

To conclude, I enjoyed **STARGLIDER II.** It succeeds as a flight simulator with the 3D graphics that scroll across the screen and objects which keep their perspective as you fly by. The sound effects are good and include a loud crackle when you fire the laser, thunder to go with the lightning on some worlds, loud explosions when something blows up, including the ICARUS, and a very weird noise the space whales make. There is an asteroid belt which you must cross (mainly to refuel) and combat as your flying through gets scary since running into a couple of asteroids can be fatal.

Name: STARGLIDER II
Type: Arcade/Adventure
Formats: Amiga, Atari ST
Publisher: Argonaut Software/ Rainbird
Distributor: Mediagenic
Designers: Gary Sheinwald, Chris Humphries
Ages: 12 and above
Requirements: 512K, Mouse, Joystick recommended.
 # Players: One
Price: $44.95

Ability Level:	***Intermediate***
Packaging:	***Good (7)***
Documentation:	***Average (6)***
Graphics/Text:	***Very Good (9)***
Playability:	***Good (8)***
CP RATINGS:	***7.85***

Circle Reader Service Number 37.

Nuclear Holocaust Role-Playing

By Jeffery Scott Hall

Wasteland, from Electronic Arts, puts you in a post-nuclear holocaust on the planet Earth. After the game is loaded, you will find yourself watching a title sequence which may be aborted by pressing the fire button. Once the sequence is stopped, you will then find two options at the bottom of the screen which are: Start and Utilities. On the utilities menu you are able to select two commands: Copy and Restart. If this is the first time your are playing the game, then you will need to make backups of the two double sided Wasteland disks. The restart command simply allows you to start the game over with using the same characters and status. To begin game play, return to the previous screen and select start. This option will allow you to either continue a saved game or continue from where the computer picks. Now, let's take a closer look at our characters and how they are created.

CREATING YOUR CHARACTERS

In order to create a character you must be inside the Ranger Center. At the bottom of the screen you will find the attributes, if you are not satisfied with them you may press the spacebar which will give different values. Whenever your're satisfied with them you must then enter the character's name, sex, nationality (U.S., Mexican, Chinese, Indian, and Russian), and skills. Once you are finished, you may either choose to abort the current character or save it to disk. You may have up to seven members in your group consisting of four which can be created in the Ranger Center and an additional three you may add while traveling. Now that your characters have been chosen, you must now leave on your journey.

GAMEPLAY

The ultimate goal of your gang, known as the Desert Rangers, is to find out what is causing some mysterious disturbances in the dreaded area known only as the Wasteland desert. Survival will not be easy, for the nuclear war has created some mean and nasty villians to keep your members constantly on guard. You will have to explore in two different types of environment, desert terrain and underground sewers, in order to achieve a successful victory. Both of these give the player a top-down view of the area. The desert terrain is the most common, and is where most of your time will be spent. Here you will find the screen to be split almost horizontally in half. The top half of the screen is where game play takes place while the bottom half displays valuable information about your gangs location status. Also on the bottom half you will find seven basic commands which are: use item, encounter (used to call up combat commands - see below, give orders to member(s) of your game, disband (used to get rid of a gang member), view the area at different angles, save game, and radio (used to see if a gange member has obtained enough points for promotion). Four basic keyboard keys are used to maneuver your members up, down, left and right. Anytime during game play you may call up a roster of your gang, by pressing the spacebar, which displays all members and their current status. What is so unique about this is that each member of your gang will be displayed closeup, and in great detail (Much like the characters in the Bards Tale saga.) Undergourn sewer exploration is basically the same as desert exploration. The main difference is that you will probably find more clues, which also means more bad guys too. It's a dirty job, but someone has to do it right? Sooner or later you are bound to meet up with your fate and an enemy confrontation will take place.

ENEMY COMBAT

Whenever your group has an encounter with the enemy, you will find yourself in a different type of game play environment. The screen will be divided horizontally in half with the top portion containing a close-up picture of the enemy and the options available to you, while the bottom half displays all your members and their status. An encounter will involve every member of your group, and each one can be selected to do a different attack option. The options that you have are: run, use item, hire (not everyone is hostile), evade, attack, ready a different weapon, and re-load/unjam. Two other forms of combat are hand-to-hand and long range. Hand-to-hand combat only occurs if the enemy is within 14 feet of you. This is basically the same as attacking the enemy with a weapon in that no real user action takes place, it is automatically carried out. In long range combat you can take out the enemy from at least 80 feet away by using heavy machine guns and assualt rifles. But there's nothing like taking out a group of nasties with a LAW rocket launcher. If your character gets injured during combat you should find medical help as soon as possible, waiting could result in death.

SUMMARY

Wasteland is a unique role-playing game in that it takes us away from the typical dungeons and dragons style game using a combination of road wars and a realistic fighting environment. Game play is also unique in the way that it updates all information on disk. For example, if you accidently destroy a building and go back to that area later in hopes of finding it intact you're out of luck. All actions that take place during the game are permanent! Even though you can restart the game, you will lose what you previously accomplished, so be careful. I found Wasteland to be very challenging, providing hours of enjoyment. If you are looking for a new and different role playing game then you need to look no further, Wasteland is for you!

Name: WASTELAND
Type: Adventure
Formats: Commodore 64/128 & Apple II
Publisher: Eletronic Arts
Ages: 10 and above
 # Players: One only
Price: $39.95, $49.95

Ability Level:	***Advanced***
Packaging:	***Good (8)***
Documentation:	***Very Good (9)***
Graphics/Text:	***Good (8)***
Playability:	***Good (8)***
CP RATINGS:	***8.15***

Circle Reader Service Number 62.

Puzzles for Mental Exercise

By Rusel DeMaria

Well, the Olympics have come and gone, but the aerobic exercise enthusiasts and the iron men and women continue to train. Marathoners run, and cyclists cycle. Football is winding to a close and basketball is working. Spring taining is just around the corner, on and on it goes.

But, there are other ways to exercise. Mental ways. And so Neurobics from Ocean Isle Software provides a workout for the neurons.

Puzzle freaks will love this set of games. There are actually seven of them, and they test your memory and logic skills. Each game is played separately, and each can be played at various levels of difficulty. As you warm up at the easy levels, you begin to think to yourself, "I can do this. No sweat." But after you bump up the level a few times, suddenly your wondering why you put yourself through all this. I guess its the mental equivalent of "going for the burn."

At any rate, the program times you and scores you. You are scored according to two systems -the game score and the adjusted score. The adjusted score is weighed to take difficulty into account, and can be higher than the ordinary game score if you do well at a difficult challenge. After you play each set of puzzles, you can check a graph of your performance on that game to see how you did.

The first game is called Deja Vu, and it is similar to the old card game, Concentration. You move the cursor to uncover numbers, letters, symbols, or even values whose sum equals the number of squares in the game! You try to match all the squares quickly and in the least number of moves. As you move up in dificulty, the grid of squares becomes larger.

The second game is called Milk. You must pour milk into various sized jugs to end up with a specific amount. This game test your ability to perform a series of steps using basic math to achieve a goal. The puzzles are fairly easy at the beginning, but it can have as many as 99 steps per problem. And I began to sweat afer 4 or 5 steps. With 99, you have to be Einstein!

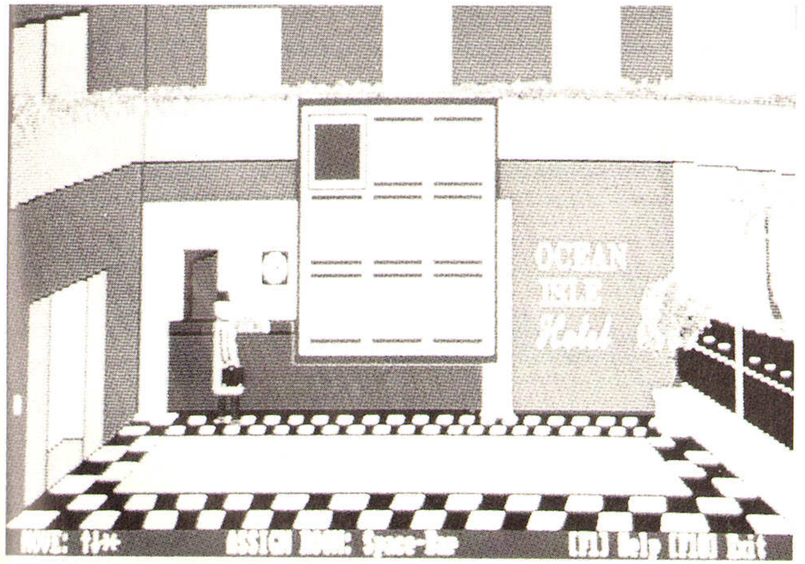
Money Trail is a fun game. You must track the trail of counterfeit money. Sometimes you must identify the Counterfeiter (the first one to pass the money), other times it's the Bank Teller you want, and sometimes you need to find both. This is a memory and logic game in which you must examine the order of passing by viewing squares one at a time. For instance, in a very simple example, if 1 passes to 2 and 2 passes to 5, then 1 is the counterfeiter and 5 is the teller. As you add difficulty, you get more and more people involved in the scenario, and it gets correspondingly harder to identify the beginning and the end of the chain.

Reservation System is another memory intensive game, but with a twist. In this one, you must assign vacant rooms in a hotel. The trick is that the desk clerk is also assigning as you do, so each time you assign a room (represented by the ubiquitous squares this game uses), you also see another room become assigned by the clerk. The trick is to remember not only where you are placing the keys, but where the clerk has done so. Again, this game gets very hard as the level increases.

Rain is also a memory game. In this one, rain drops fall in a preset sequence. You must memorize the sequence and place buckets under the positions where the drops fell. There are lots of options in this game, including the speed at which the drops fall, the number of drops that fall in each setp of the pattern (from 1 to 5), the number of steps in each problem (up to 99), and some other variations including solving in reverse order. This puzzle can get very hard very fast as you add steps and multiple drops in each series.

Finally, there is TAK, which is like the old magic squares game you may have played. The object is to move 15 numbered squares one at a time in a 16 square matrix, placing them in numeric order. This game is just for fun and is not scored at all.

Neurobics is fun if you like to stretch your brain cells. Since you control the level of difficulty, your can choose how hard you want to work. If you just woke up, you might try a few easy rounds to warm up, then tackle the really hard stuff. Think of it as lifting weights with your grey matter. I hope it doesn't give you a swelled head!



Name: NEUROBICS
Type: Puzzles
Formats: IBM
Publisher: Ocean Isle Software
Ages: 8 and up
Requirements: PC with DOS 2.11 or greater
 # Players: One at a time
Price: $59.95

Ability Level:	***Beginner-Advanced***
Packaging:	***Good (7)***
Documentation:	***Good (8)***
Graphics/Text:	***Good (7.5)***
Playability:	***Good (8.5)***
CP RATINGS:	***8.03***

Circle Reader Service Number 32.

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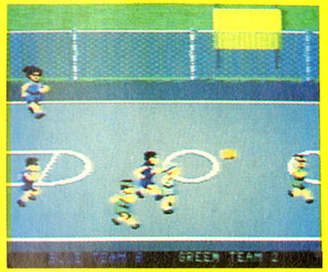

Winner takes all in this unbelievably intense neighborhood game of hoop. Pick your three-person team from ten of the baddest dudes on the block, each with his own unique talent. Play in the street, the school yard or the local park. But get ready! Because when the action explodes, you'll go for a hook, pass on the run, sky for a rebound and slam dunk it home in this fast and furious basketball game!

STREET SPORT FOOTBALL

C64/128, Apple II, Amiga, IBM & Compats

Take your licks on a city street or collide on a construction site in this gritty game of tackle football! Three-person teams must be chosen from nine heckling, little hoodlums who'll dodge the competition, parked cars, potholes and puddles in this school of hard knocks. Pick your plays from a computerized play book or use the Playmaker feature to design your own and save them to a playbook disk.

STREET SPORT BASEBALL

C64/128, Apple II, Amiga, IBM & Compats

"Play Ball" on a neighborhood field that challenges the best with trash can lid bases and a spare tire home plate! Teams are chosen from 16 of the neighborhood's hottest hitters, each with his own skill level in hitting, fielding and throwing. A split screen enables a birdseye view of the action as your team dodges puddles and tree stumps to experience the thrill of victory or the agony of the street!

STREET SPORT SOCCER

C64/128, Apple II, Amiga, IBM & Compats

Combine fast-action sports with real-life street smarts in a soccer game with no rules, no uniforms, and no Mr. Nice Guy! You'll make your power play in the park or on rough and tumble city streets, picking your team from nine neighborhood rowdies, each with a soccer specialty. Whether it's slices, hooks, or head shots, you're gonna' send your opponent to the cleaners!

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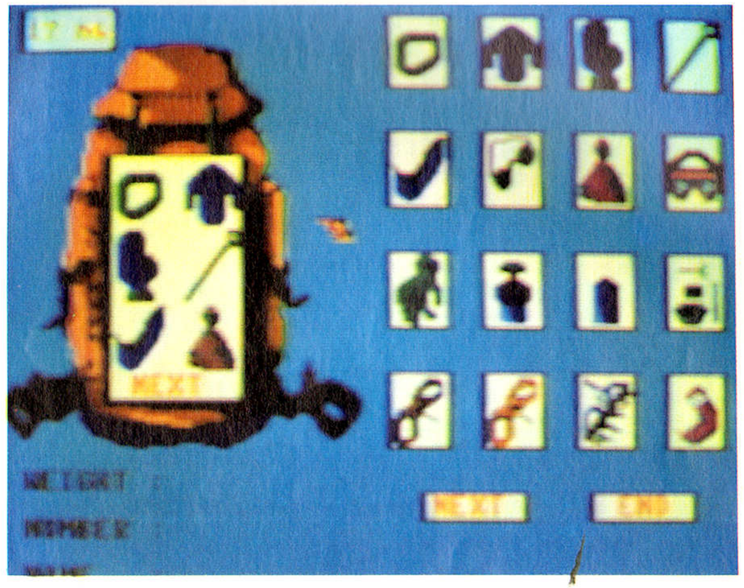
The REAL Thing for Climbers

By Cheryl Peterson



As a simulation, I would have to give **Final Assault** an outstanding rating, but as a game it's about as exciting as watching a gentle snow fall after you've been through the worst blizzard in ten years. If you want tedious realism folks, this one's for you. Just remember, you've been warned! Perhaps my perspective on this one is a little skewed since my idea of mountain climbing requires a slope gentle enough for my horse to manuever up it. Still, I thought I would really have a great time until I started "playing" it. To be honest, I think I'd almost rather try the real thing.

You're given a choice of negotiating six different trails up the side of the mountains. If you're really out for a long trip, you can choose up to three trails at once. Rated from beginner to tough, they use the familiar "ski trail" codes; round to square to diamond -- easiest to more difficult. There's a training mode available to help you get the hang of things, as well.

This simulation contains both strategy and arcade aspects. Climbing is mostly an arcade function, although some of the strategy aspects are reflected in how well the joystick responds to your commands. Strategy effects your endurance as well as your "reflexes."

Outfitting my pack with supplies for the trip was easy enough and the folks even included the "chocoholic's" necessities so I wouldn't die of deprivation on the way up. The detault pack is just about right for a "day-trip." And while franks and beans may not be a gourmet feast, I've roughed it enough to know after a hard day on the trail you don't want anything fancy -- just something quick and easy and filling.

Since the way is strewn with danger and near-vertical climbs, you'll need some serious mountaineering gear with you. The manual is very good about explaining all the various pieces of equipment and when and why to use them. Besides the standard items to help you keep warm (jacket, gloves, mask, etc.), you'll need pitons, caribiners, rope, crampons and other climbing aids. All of these contain mass and therefore weigh you down. Your proficiency at climbing will be impaired if you take too much equipment with you, so you need to pack carefully.

You must climb on several kinds of surfaces and some tools are better than others for each section of a climb. Going up rock is usually best done with soft shoes on, for instance. While climbing ice requires the addition of crampons. Without the crampons, you may have to take several tries at setting a foot in place.

And here is the aspect I liked least about the program. Walking on flat terrain requires using a back and forth motion on the joystick. (One too many steps for my taste.) Climbing takes several joystick actions. You must move each hand and foot individually and in the middle of this you must pull yourself up. Hand, hand, pull up, foot, foot -- all to move a few inches up the cliff face. It's agonizing. (Yes, I know mountain climbing is supposed to be work, but where's the fun?)

And if you are on really bad terrain, you'll need to anchor yourself, pull out a rope and start using climbing aids to make progress. Oh, and all the while that you're doing these things the clock is running and sunset is on its way. You may well have to spend the night suspended in your sleeping bag off the side of a rock wall.

And if you choose the most difficult courses, you will have to handle bad weather and falling rocks and boulders. Not my idea of fun, but many of you may really enjoy it.

While **Final Assault** brings you all the tedium of climbing, it doesn't offer the marvelous vistas and goregeous views possible from you precipitous location. The graphics could have been a lot nicer. You see a long— and short—range view of yourself clinging to the mountain's side. The long view shows you from the back. The short range shows a profile view from the side. No map view is available to show where you are on your climb.

When you start to get cold or tired an "iconish" representation of you appears on the screen and shivers, acts sleepy or dreams of food. If you go very long without satisfying these "needs" your climbing performance starts to suffer.

Training mode allows you to climb and makes suggestions that should help keep you from getting killed. Even if you do something potentially fatal in this mode, you are usually "saved" from yourself. On actual climbs, you are allowed one, two or three "mistakes" depending on the level of difficulty that you choose. I found training mode a bit clumsy (there were several times when it asked me to make use of equipment that I didn't have or was already using.) It's ok for just

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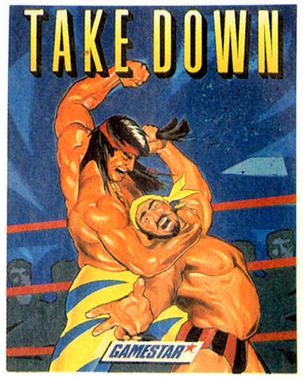
Tag Team Wrestling With a Flare

By Cheryl Peterson

I never thought I'd see the day that a software program could be as tasteless as "professional wrestling". But this one certainly is. Coming from me, this is high praise. While I've always tried to maintain a certain disdain for the whole sport, wrestling is after all marvelous comedy and probably the most strenuous form of acting. It's hard to say that I appreciate the sport, but I really do appreciate the theatrics the wrestlers must use to coax a viewing audience. For a wrestling "simulation/game" to work, it must offer the same qualities. **Take Down** has them.

From the moment you load it, you become an insider to the world of wrestling. You choose your team (2-wrestlers only, none of the fancy 5-against-5 free-for-alls) based on their experience and specialties. The game offers two modes: you against the computer or two human players against each other. Each opponent actually controls two wrestlers, though: one man in the ring (the active player) and one man outside waiting for the tag (who sometimes wanders over to the other side's corner and starts whaling on the other non-active player, just like in real life!)

You have eight wrestlers to chose from -- all of them are real characters. I was disappointed that the choices were limited to men only. But I guess if this one does well, maybe Gamestar will come



out with a "ladies of wrestling" version. The graphics are great and the digitized "threats" that each wrestler gives when he's chosen for action are great. Once in the ring though, they become all business.

The joystick controls are adequate. Each wrestler has 4 specialty throws that he can use on his opponent. You can also climb the ropes and "dive-bomb" or bounce off the ropes and try a flying tackle. About the only thing you can't do is call your opponent names and play up to the fans.

The ending sequence is really classic. I loved the victory dances that the winning teams do. Watching the Sultan "walk like an Egyptian" when he wins is almost worth the cost of the game. The only thing I really missed was the referee doing the introductions and getting shoved around when he tries to break fights up. The game is fun and has all the theatrics I've come to expect from "professional wrestling." Real entertainment here folks!

Name: TAKE DOWN
Type: Sport Simulation
Formats: C-64, IBM
Publisher: Gamestar
Designers: Alien Technology Group
Ages: All
Requirements: Joystick.
 # Players: One or Two
Price: $29.95, $34.95

Ability Level:	***Beginner***
Packaging:	***Good (7)***
Documentation:	***Good (8)***
Graphics/Text:	***Very Good (9)***
Realism:	***Very Good (9)***
Playability:	***Good (8)***
CP RATINGS:	***8.15***

Circle Reader Service Number 43.

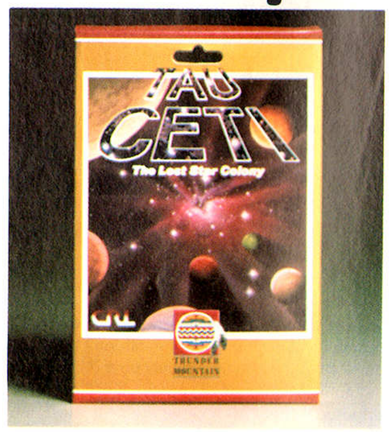
The Lost Star Colony

By John S. Manor

Tau Ceti, The Lost Star Colony, is another fine game from Mindscape's Thunder Mountain line of inexpensive software. The colony planet Tau Ceti III has been overrun by its defense robots. Your Mission is to fly your skimmer craft over the planet in an attempt to pull the plug on the robots. You gather reactor rods from the many cities of the planet, assemble them, and put them in the main reactor which powers the robots, shutting it down. This is no easy task since the robots attack you on sight. You must also replenish your fuel and missiles and fix any damage to your craft as you travel across the planet.

Some of the cities are heavily defended while some are barely defended at all. Moving from city to city is accomplished by using jump pads that instantly transport you to a new location. I have found that no matter what route you take around the planet, you are in for a real fight.

Your skimmer is controlled by joystick or keyboard. You fly low over the planet, firing your lasers, missiles and anti-missles. The viewscreen shows you the planet or a picture of the interior of the building you occupy. You can swivel your view 360 degrees and fire in all directions. Night comes quickly so you have an infrared viewer. Everything looks pinkish and fuzzy, but you can send up flares to make the scene sharper.



Tau Ceti has some interesting options such as maps of the planet and the cities. The Atari ST version also has a data bank of information on History, Weapons, Stars and the Colonies.

Games can be saved (important since I have been blown away umpteen times so far), loaded, paused or quit. There is also a five-minute Wait option.

Tau Ceti's graphics are simple, but well-antimated. There's an erupting volcano and meteors periodically streak over head.

Tau Ceti comes on a single-sided disk with a booklet of instructions. Contrary to what the manual says, the Atari ST version lets you fire in any direction and use the sights on/sights off option.

Tau Ceti is available in Atari ST, Commodore and IBM formats. The suggested retail price is an incredible $14.95. This feature filled, action game is a real bargain! I give it high marks in all categories and high honors for its pricing.

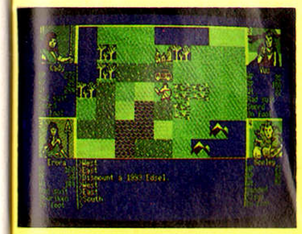
Name: TAU CETI
THE LOST STAR COLONY
Type: Action/Strategy game
Formats: Atari ST, Commodore, IBM
Publisher: CRL Group
Distributor: Mindscape/Thunder Mountain
Designer: Pete Cooke,
Conversion by Ron De Santi of Comtec
Ages: 10 to Adult
Requirements: Color monitor. EGA or CGA adaptor for IBM.
 # Players: One only
Price: $14.95

Ability Level:	***Intermediate-Advanced***
Packaging:	***Very Good (9)***
Documentation:	***Good (7)***
Graphics/Text:	***Good (8)***
Playability:	***Very Good (9)***
CP RATINGS:	***8.45***

Circle Reader Service Number 44.

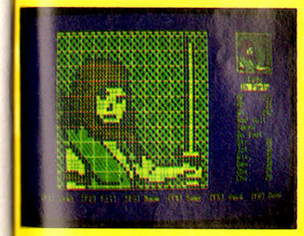
ARE YOU READY FOR THE FUTURE?

The Last War is over; the planet is toast. The surface is glowing with radioactivity and crawling with mutant creatures, condemning the survivors to a miserable existence underground. Until now...



Are you ready? As one of the **Scavengers**, you'll leave the underground city to scrounge through some less-than-inviting real estate, looking for a means of survival in the junk of a lost civilization. Grab anything you can find — you never know what might come in handy.

Can you hack it? If the swamps, mountains, forests, rubble, and city ruins aren't enough for you, try the RAD zones — if you don't mind a few mutations. But stay alert! Mutant monsters of every description (and some that defy description) are roaming around, just waiting to make you the snack *du jour*.



Are you tough enough? Few are chosen, and fewer survive. You have 20 able-bodied recruits available for your scavenger team. Try not to spend them all in one place. Remember, the fate of the world depends on you.

Get ready — the future is here.

Scavengers, a new adventure role-playing game from **Interstel**, is now available for the IBM PC and compatibles/Tandy. **$49.95**

Requires 256K, CGA. IBM screens shown.

Distributed by

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ELECTRONIC ARTS
Circle Reader Service Number 42.

To experience **Interstel** adventure, visit your retailer or call 800-245-4525 for VISA/MC orders (outside the USA and Canada call 415-571-7171). Or, send check to ELECTRONIC ARTS Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Add $5.00 shipping. CA residents add sales tax. Allow 1-3 weeks for delivery.

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We are a custom list house. Each mailing list is fully computerized and personally designed for the specific type of mailing to be done. Most of our mail order lists are built from actual orders and are 100% buyers. All of our mailing lists are printed on labels in the standard four across format and are in zip sequence for bulk mailing without hand sorting. Plus all mailing lists supplied by us are put on an exclusive 90 day reserve at no extra cost. In essence this means that our lists are mailed a maximum of 4 times a year and never more than once in a 90 day span. This procedure protects the quality of our lists and makes each offer more profitable.

Our mailing lists are guaranteed to be 95% deliverable and any nixies (undeliverable names) are replaced 2 for 1 at no extra charge. We not only offer you mailing lists, but a comprehensive list service.

BEWARE OF CHEAP MAILING LISTS!

Sometimes you'll see mailing lists offered at extremely low prices. Believe me, you'll get exactly what you paid for. In almost all cases, the names you get will be photocopied on 33 lable sheets and not in zip order (you need a computer to do that!) The print will be of poor quality and some names will be illegible. And most important, without a computer you cannot update a mailing list or delete the nixies. Consequently, you'll waste a lot of money on printing and postage for undeliverables.

BUYING OR RENTING

Every day we get several telephone calls from customers who say, "I want to buy some names." We would like to take this opportunity to convey that we, like all quality list sources rent names for a one time use. Each list that we ship to a client has a few "dummy" names on it. This is how we protect our lists from being duplicated and reused. This "salting" procedure not only keeps our lists from being stolen, but it insures the quality for all customers.

WHAT ABOUT THOSE WHO RESPOND TO YOU OFFER OFF OF OUR MAILING LIST?

Those individuals who order from you when you use our mailing list remain your customers and you can remail those names as often as you please. Eventually you have enough names to build your own mailing list. This list will be your best list because these people are already acquainted with you, your company, and your product.

WHAT IS THE SIZE OF OUR UNIVERSES OR HOW MANY NAMES ARE AVAILABLE FOR ME TO MAIL?

Each category has a universe of about 1/2 million names. This figure fluctuates as lists are updated, nixies are deleted, and new names are added. If your need for names is greater than 500,000, then contact us for special arrangements. There is no doubt we'll be able to satisfy your needs no matter what they may be.

HOW DO WE KEEP TRACK OF THE NAMES WE SEND YOU SO YOU DON'T GET DUPLICATION OF FUTURE ORDERS?

We use a computer process to avoid sending the same names to a customer when he reorders. This procedure is called "Nth name select". Here is how it works. Suppose you place an order for 5000 names and the total file in that category is 500,000 names. When we fill your request we will print every 100th name of that file. Now, assume you order 10,000 names a month later. At that time we will print every 98th and99th name of the same file. Thus we avoid giving you duplicate names under any circumstances.

RATES AND DATA INFORMATION

All lists are priced at $65.00 per thousand names. In addition to our regular categories of buyers we maintain EXCLUSIVE CONTROL of (cannot be purchased elsewhere) *Lists from such mail order companies as:*

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City_____ **State**_____ **Zip**_____

Quantity of Names Desired per Category	Category	Total Cost of Category
_____	_____	_____

Check One;

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( )Cheshire or ( )Cheshire Gummed lables
GRAND TOTAL_____
I have enclosed ful payment in the form of ( )Cash ( )Check ( )Money Order
( )Visa or ( )Mastercard Card #_____ **Exp. Date**_____

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ATARI

Circle Reader Service Number 63.

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Military Technology from Tom Clancy

By Jim Fink

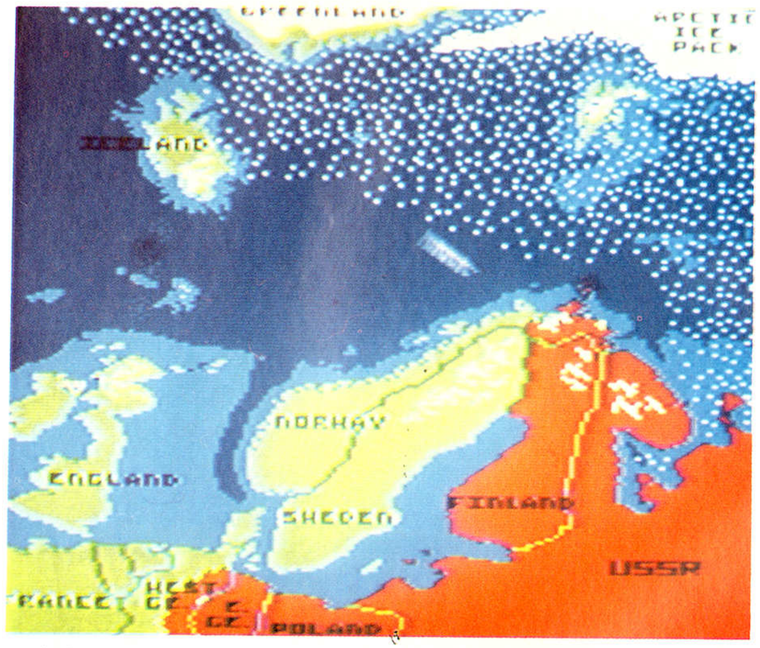
Tom Clancy has struck a profound chord with his best selling novels of modern and near-future military technology. Millions of readers, perhaps tens of millions, have been thrilled by his descriptions of fictional battles between United States and Soviet forces using the latest weapons and techniques. If you are one of those readers, then you owe it to yourself to buy the Micropose simulation, based on the Clancy novel of the same name.

This product is an outstanding simulation [to call it a game trivializes the immense amount of effort that went into its creation] of modern submarine warfare. Your role in the simulation is that of captain of an American nuclear attack sub[SSN] carrying out unrestricted operations against a variety of Soviet warships, helicopters, and other targets. To be successful, you will have to learn the complete arsenal of active and passive sensors to find the enemy, the physics of sound transmission in water so that you can identity him without revealing yourself, the characteristics of all your offensive weapons so that you can sink him, and the tactics of anti-submarine warfare so that you can deal with the inevitable counter-attack.

To aid you in your learning, you have a superbly produced 108 page reference/teaching manual that teaches you all you need to know in nicely graduated steps, and then provides a handy reference guide to look up details as required. You also have a tactical analysis computer onboard that will give you advice when you ask for it. Finally, after a battle is completed, you can ask the system to replay the battle and observe where you went right [or wrong].

You can choose to play at four progressively more difficult levels of challenge: Introductory, Normal, Serious, and Ultimate. By following this progression, you can learn the intricacies of your boat and cunning of the Russians in a decidedly painless way, but, make no mistake, to play this simulation well, you are going to have to invest time and effort-but the payoff for your labors will be as many hours as you can take of gripping, intense, compelling, entertainment.

You will probably begin with training actions in a simulator [actually a simulator simulating a simulator] in which you square off against either a Soviet sub or surface ship. The weapons these enemies carry are harmless, so it's a good time to make the mistakes you will want to avoid later



on, and to learn how to operate your equipment.

After training, you will advance to Battles, which are set-piece engagements against various enemies: another attack sub, a cruise missile sub, a wolfpack of enemy subs, a Soviet ballistic missile sub [SSBN] accompanied by other escorting attack subs, a strike group of Russian surface ships, a Soviet anti-submarine [ASW] task force, and an enemy aircraft carrier group. Each of these battles will teach you different skills and techniques, and each can be played at the various difficulty levels. When you have mastered this, you can remain at the battle level, but have the system choose the type of submarine you will command, and which one of the above opponents you are fighting. You won't know exactly what you're up against until you have thoroughly reconnoitred and classified the enemy using your active and passive sonar sensors and possibly periscope and radar.

Finally, you can play the campaign in which you maneuver your boat over millions of square miles of ocean to intercept and destroy targets given to you by COMSUBLANT [Commander Submarines Atlantic, your high command]. While you are maneuvering toward your target, you use a strategic map which shows your position and intelligence estimates of enemy positions, and try to avoid being sighted by enemy task forces, aircraft and satellites. When you do make contact with the enemy, the system puts you into one of the Battle scenarios described above. Again, you will not know which one until you have classified the enemy forces.

The campaign game is played against the backdrop of a major land war on the European continent. In the context, the NATO powers must secure their sea communications and reinforce and replace losses on the battlefields from the immense arsenal of the United States. These

56 ►

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Prize includes air travel for Finalists and their guests from the major airport to Las Vegas with two days and two nights accommodation at the Golden Nugget (approx. retail value $750 each subject to departure points).	$15,000

All taxes and other expenses not specified herein are sole responsibility of winners. All winners will be notified in writing.

Aussie JOKER POKER is available for SIX major PC's

If your PC has a mouse or keyboard, a mono or color monitor and a 512K minimum ram (except Apple II and C64/128 use 64K and keyboard only) you and your family can practise at home for the Las Vegas final of the **Aussie JOKER POKER contest.**

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If ordering by telephone add $3 shipping & handling and check that your PC meets the minimum hardware requirements as no cash refunds apply. Warranty is limited to free replacement of faulty products returned by prepaid post.

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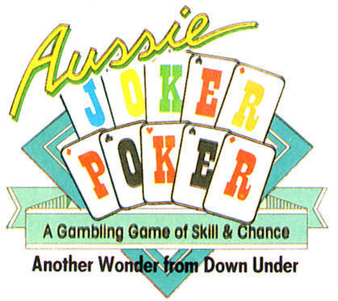

Aussie JOKER POKER Contest Rules

1. No purchase necessary to enter.
2. Void where prohibited by state or federal law.
3. To enter, simply complete and return the the official entry form.
4. Limit five entries per family or household. Five free entry forms and full contest rules are included with "Aussie Joker Poker" or may be obtained by sending a stamped self-addressed envelope larger than 5½" × 7½" with a hand written request to: Aussie Joker Poker Contest Entry Forms, P.O. Box 22381, Gilroy, CA 95021-2381. Mail-in requests limited to one per name, household or family and must be received no later than 3/31/89. WA & VT residents need not include return postage. Full rules also available from participating Mindscape retailers.
5. Monthly entries must be received no later than the last day of the month in which a drawing will take place in order to participate in the month's drawing. Drawings will be held from December, 1988 through April 1989, inclusive. Final entries must be received by 4/30/89.
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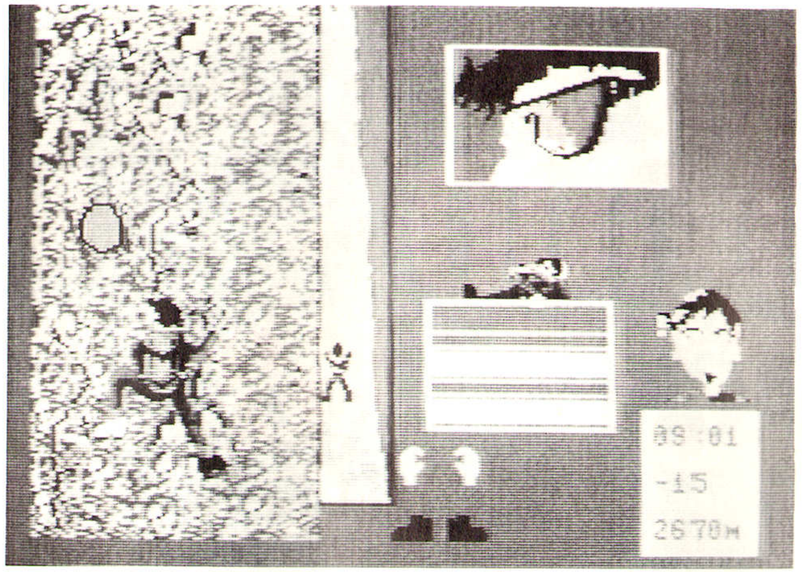


getting used to the joystick climbing method and the controls for getting items from your pack. You'll soon tire of the "helpful" hints that get in your way at almost every step.

Like other programs that really push the limits of your computer, this one has a severe liability. If you are using the Amiga with any external devices attached, you won't get far. I found that the game locked up or reset the computer about the time I started getting my gear together. I had to disconnect my external drive, hard drive, modem and printer in order to play the game. Not my idea of a good time, folks. This puts a game at the bottom of my play list unless the game is really super.

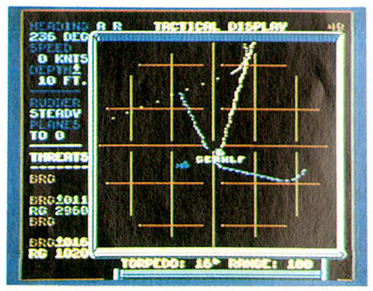
The game is copy protected and it does write to the disk. Both the save game option and the high scores run the risk of ruining you disk.

Final Assualt seems to be an excellent simulation of mountain climbing. I wish that the user interface were more intuitive. I found the "game" uninspiring and basicly dull - just too much trouble to learn. For those who have a genuine interest in mountaineering, this may be worth overcoming in order to enjoy the challenge. For me, it just wasn't worth the effort.

Name: FINAL ASSAULT
Type: Sport Simulation
Formats: C-64, IBM, Amiga, Atari ST, Apple IIGS
Publisher: Epyx
Ages: All
Requirements: Joystick.
 # Players: One
Price: $39.95, $39.95, $49.95, $49.95, $4.95

Ability Level:	***Beginner***
Packaging:	***Good (7)***
Documentation:	***Good (7)***
Graphics/Text:	***Average (6)***
Realism:	***Good (8)***
Playability:	***Average (6)***
CP RATINGS:	***6.50***

Circle Reader Service Number 41.



reintorcements and replacements are too numerous and weigh too much to be carried by air, and consequently the naval burden is heavy. Each mission you are assigned is based on the strategic position of the West which is constantly changing, and the outcome of each engagement [assuming you survived it] can determine the type and nature of your next battle. Campaigns represent not only the operations of your own boat, but those of the whole fleet, and consequently can take many hours to play.

The "packaging" of this simulation is done in the impeccable Microprose style. Before a simulation gets started, you choose your options from a "point and shoot" menu. During the simulation all of your information is presented to you on your computer screen simulating one or another functional screen in the Attack Center of the submarine. This format lends itself particularly well to modern submarine warfare, as the new boats almost never surface, and a commander gets his information about his own ships' tactical position and the enemies' by computer. At the conclusion of the simulation, a summary is made of your performance by COMSUBLANT and medals and promotions are awarded for outstanding performance. As with all Microprose products, a keyboard overlay is included that quickly shows you what each key press does.

One nice touch when you are beginning to play, is that Micropose has included an "action track" which breaks into your display and shows the strike of a warhead on an enemy vessel or your own, describes the outcome, [sunk or damaged], and then resumes play. After a while, you may want to disable this option, as it breaks concentration. Another interesting feature at the Ultimat play level is that sub commanders have to verify their sonarman's classification of enemy vessels using a database of sound signatures of enemy vessels.

As testament to the skill with which this product was designed and executed, I found no errors of any type after 40 hours of play encompassing all options and levels. The only area for improvement I have found is that the copy protection method is invoked too frequently [once per session should be sufficient] and through poor choices on the part of Microprose is quarrel with those trying to protect their legitimate intellecutal property, but the burden is on the manufacturer do so in such a way that it does not intertere with the authorized use of the product.

While I may be accused of making an apples and oranges comparison, the simulation of **Red Storm Rising** is in many ways more interesting and informative than Clancy's novel. His book is not primarily a work of literature, but rather meant to inform the reader of developments in the technology of warfare. In mastering this simulation you will learn a great deal more about such developments in a much more intense manner. In the novel, events play only one way- the way the author wanted them to do so as to advance his plot. In the simulation, the possibilities are limited only by your skill. I know which one I would choose if stranded alone on a desert island.

Name: RED STORM RISING
Type: Strategy/Simulation
Format: C64/128
Publisher: Microprose
Designers: Sid Meier with Arnold Hendrick
Ages: 10 & up
Requirements: Joystick.
 # Players: One
Price: $44.95

Ability Level:	***Beginner-Advanced***
Packaging:	***Excellent (9.5)***
Documentation:	***Excellent (9.5)***
Graphics:	***Excellent (9.5)***
Realism:	***Excellent (9.5)***
Playability:	***Excellent (9.5)***
CP RATINGS:	***9.50***

Circle Reader Service Number 46.

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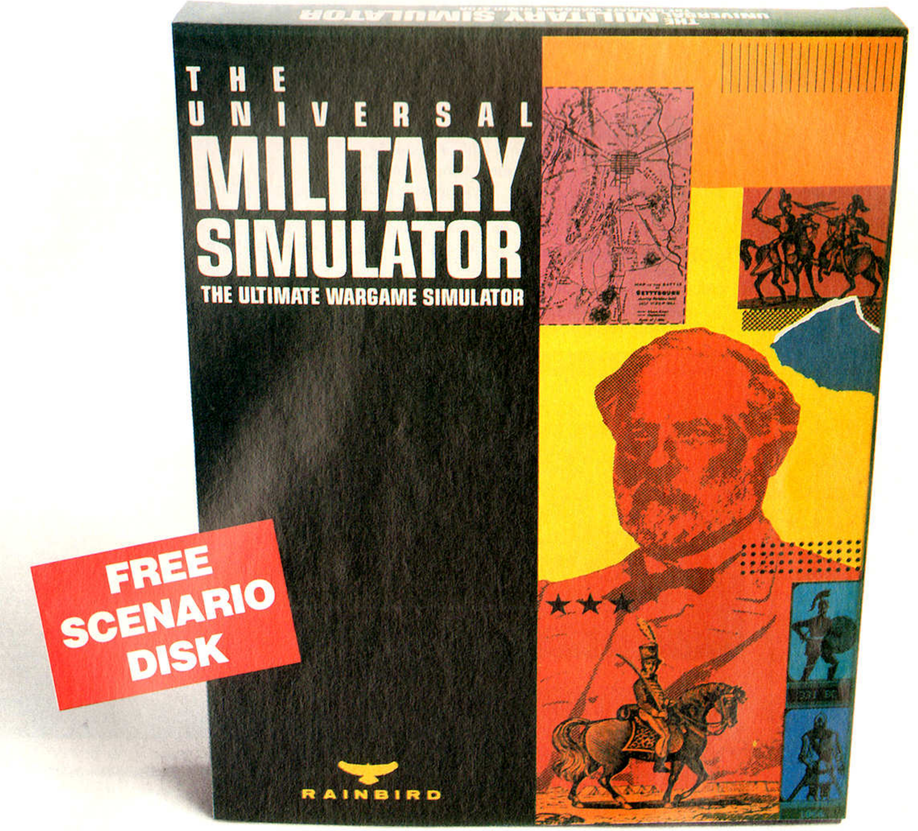

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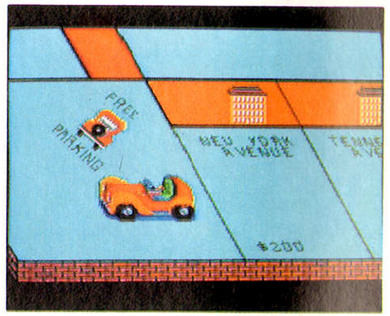
Channel Three

Sega

By Rusel DeMaria

Well, it's been a while since I saw anything new on the Sega machine, but finally I got two fine programs--**Shinobi** and **Monopoly**.



Everyone knows Monopoly, and the Sega version is lots of fun. It follows the rules more closely than most of us ever did, so you may have to get used to a few differences from how you once learned it. For instance, when I used to play the board game, people didn't have to buy property if they landed on a vacant lot. However, in the official rules, you have to buy an unowned property or it goes to auction to the other players. That's the way the Sega version works.

Anyway, this is a game with no muss, no fuss. The machine rolls the dice for you and moves your token. By the way, the tokens are one of the best parts of this. When they move, they are animated figures. For instance, the dog runs, the train chugs along, and even a hat flies through the air.

The machine takes care of collecting rents and other menial chores, and you are left to figure out your building schedule, what to buy, and other such details. This is as fine an adaptation of a board game to a computer as I've seen, and certainly will be fun for people of all ages. My only small doubt is whether the people who play this game will ever know what they are missing. I mean, when I was younger, the Monopoly money was really fun to play with, and those little houses and hotels were kind of cute. The physical side of Monopoly may never be experienced by people who only play on a computer. However, times have changed, and this is the way of the future, I suppose.

One fact is for sure: Without all that money handling, card shuffling and other detail work, the game moves much faster. Even so, a good game of Monopoly can take some time, so this one is equipped with a lithium battery to allow you to save games in progress.

Shinobi is a ninja/martial arts action adventure that sends you on several missions. Agility and timing are crucial in this game since you often go up against strategically placed enemies who will fire various projectile weapons at you. You can duck or jump to avoid being hit, and use a super jump to go to another floor or level in the current location. You gain points and other useful benefits by saving captives you encounter along the way.

Shinobi is divided into several missions, and each mission consists of an approach through various scenes full of enemies, and a final confrontation with a major opponent.

Between levels, there is a special bonus round where you can gain various ninja magic skills. To do so, you must throw shirukins at attacking ninjas. If you get all of them, you gain the ninja magic, but it isn't easy. They move quickly across the screen, coming closer and closer. If you let one get by, that's it. No magic for you.

Shinobi is fun, and requires patience and care. It is an action fighting game, but often, you have to plan your attacks and use strategy and all your skills to succeed.

Other Ports

New Releases for Apple and Mac

By Rusel DeMaria

After a slow beginning, things have been busy around here this month, and I've been trying to keep up with new releases on the Apple IIGS and the Macintosh. Some of the titles are new ports of existing games while others are brand new.

Among the re-releases are three from Mindscape. Originally these were Macintosh titles, but now II owners can enjoy some of the best graphic adventures around with **Deja Vu**, **Uninvited**, and **Shadowgate**. What makes this especially interesting is that these three titles were originally in black and white on the Mac, and now they've been 'colorized' so to speak for the II. I have to admit that I found the black and white format especially satisfying on the two creepy/crawly stories--Uninvited and Shadowgate--and it was with some reservations that I first looked at them in color. The creepiness of these titles was somehow enhanced by the line-drawing quality of the original Mac versions. However, my reservations were probably unfounded. Both titles were still scary, and still difficult.

These three stories are difficult adventures, and I recommend patience, lots of game saving, and perhaps a hint or two wouldn't hurt. In fact, for those who can't stand it, I have seen entire solutions to Univited posted on bulletin board systems [in the Macintosh file area of GEnie, for instance]. And don't play these games alone late at night unless you really like the full treatment.

Another recent re-release is **Moebius**--originally for the Apple II; now for the Macintosh. I liked Moebius on the Apple, though I barely got past the first level. This is a hard game that requires much patience, a bit of sleuthing to discover just the right way to do things, and the cultivation of various fighting skills. You play a martial artist who must attempt to recover the Orb of Celestial Harmony. Without it, the world is a pretty poor place to live. So you set off, after some training, to recover the orb. Along the way, you must excercise your skills with hand-to-hand combat, swordsmanship, and even magic. In each of four worlds--Earth, Water, Air and Fire--you must rescue two imprisoned monks and reinstate them in their shrines [defeating powerful evil monks along the way]. This game is full of details that can make it both fun and frustrating at the same time. There are frequent earthquakes that shake the screen and deposit rocks along familiar paths. There is the cycle of day and night, and at night you can't see much of anything without a torch.

Moebius is, like any good role-playing game, a long-term investment of time. You must build your character's mind and body, obtain necessary items, and explore the various worlds while avoiding death. You can be resurrected up to three times [unless you earn extra lives], but even saving the game at various points won't save your man if you die that third time. This is one of the drawbacks to the game. Death is final, and it can send you back to square one. On the Apple II, there was no recourse, but on the Mac, there is a solution. You can, after saving the game, copy the data files to a separate folder. In this way, you can keep a backup of your game in progress.

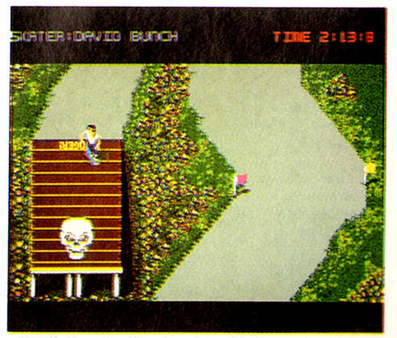
Moebius is wonderfully adapted to the Mac by Micromagic. Another Origin Systems game adapted by Micromagic is **Autoduel**. This new game shares some features with Moebius: It is a role-playing action game. When you die, you die. And you can back up the data files. Other than that and the fact that both games will play in monochrome or in color on Mac II, these games are literally worlds apart. Where Moebius is set in a mythical land of magic and martial arts, Autoduel is the ultimate game for Road Warriors.

Set on the Eastern seaboard of the year 2030, Autoduel features a rugged and corrupt world in which just driving your car can be deadly. However, a skillful driver with a well-armed vehicle can earn both money and prestige. At first, you start out with no car and little prestige. However, as soon as your net worth or your prestige climb to any reasonable level, you can no longer be considered an amateur. Then you must join the big leagues.

You can earn more cash in a variety of ways. Competing in professional events at the Arena is one, though it can be difficult, and you must own a car. Another way is to take on various courier errands for the AADA [American Autoduel Association]. However, many bandits and unfriendly drivers populate the mazes of highways that link the major cities, so courier jobs are not easily accomplished either.

I found the best way to succeed was to take a bus to Atlantic City and gamble. In a short time, I had parlayed a modest stake into a sizeable fortune which I then used to purchase the deadliest car I could design [yes, you design your own car]. From there, the game is a matter of outwitting and out-gunning an endless series of enemies. Eventually, you may find yourself working with the FBI to track down notorious road warriors like the infamous "Mr. Big."

Finally, on this month's docket are two from Electonic Arts-- **Zany Golf** and **Skate or Die**--both recently released for the II. Skate or Die has been out for some time on the Commodore 64. It is a good game, and consists of several exciting, though somewhat violent skateboarding activities. However, Zany Golf is an original II title, and deserves more space than I have here. Suffice it to say, Zany Golf is one of the most imaginative and graphically satisfying games I've seen all year. Even the sound track is novel and amusing. But the 9 holes [plus a bonus hole, if you can reach it] are among the most creative miniature golf holes I've ever seen. If you have ever even come close to liking miniature golf, you'll love this one.



Well, I've tried to fit a lot of information in one short column. Goodbye and good gaming until next month. And I thought it might turn out to be a slow month! Far from it...

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201-652-1227

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The COMPUTER PLAY SCORECARD

One of the unique features of our magazine is the patented COMPUTER PLAY Scorecard. In order for you to be able to utilize it fully, we will explain the definitions of the various categories and give details on the final CP RATING.

NAME: This is the specific name found on the game package.

TYPE: We will attempt to specify the category of game being reviewed. Choices include ARCADE, ADVENTURE, TEXT, SIMULATION, TRADITIONAL, EDUCATIONAL, CREATIVITY, STRATEGY, and CARTRIDGE.

FORMATS: The currently available formats will be listed. Normally, we will also note the version of the game that was used for the review.

PUBLISHER: The company which created the game.

DISTRIBUTOR: The company that actually sells the game.

DESIGNERS: The individuals who designed the game.

AGES: The suggested age range for which the game is appropriate.

 # OF PLAYERS: The number of players who can play at one time.

*****THE RATINGS*****

ABILITY LEVEL: Beginner, Intermediate, or Advanced. Our reviewers are instructed to rate this from the viewpoint of the average gamer.

REQUIREMENTS: Specific hardware or memory requirements beyond the minimum computer system for a specific format.

PRICE: The manufacturer's suggested retail price.

PACKAGING: Are the materials slick and colorful? Does the package look professional? Are "bonus" items provided to enhance the game experience?

DOCUMENTATION: Are the instructions clear and understandable? Are all game situations covered? Are all necessary player aids or maps provided?

GRAPHICS/TEXT: Are the screen graphics clean and colorful? Do they add to the game? Do the graphics take full advantage of the machine's capabilities? For text games, was the story exciting and imaginative? This category includes sound and animation.

REALISM: This category is for vehicle simulations, war games, and traditional games (such as chess). Does the game faithfully recreate the "look and feel" of the events being simulated? Are the statistics or historical facts correct? Did the game give you a true experience?

PLAYABILITY: The big one. Did the game hold your interest? Did you play for hours or get bored quickly? Did the game draw you into another world? Would you immediately want to show the game to a friend. Did the game break new ground in design? Did you want to play it again the next day?

Despite the fact that there are five categories in the rating process, you will note that a game will never get a truly good rating without getting a good score for playability.

THE NUMBERS

As you will note when reading a SCORECARD, each reviewer rates the game in each category and assigns a text and numerical rating.

A formula is then applied to the various ratings in order to reach the final CP RATING, the reviewer's overall rating of the game.

The percentages for each category are:
PACKAGING-10%
DOCUMENTATION-15%
GRAPHICS/TEXT-25%
REALISM-25%
PLAYABILITY-50%.

Yes, the percentages add up to 125%. This is because some games can only be rated fro GRAPHICS but not for REALISM (such as PAC-MAN). Others can be rated for both but one category is more important than another. In these cases the 25% is split. FLIGHT SIMULATOR might be rated 10% for GRAPHICS and 15% for REALISM.

The breakdown in pecentages to each category is subjective but represents our best efforts to assign a single rating for every game. We feel that every category is important. The game may be great but cheap packaging may detract from the overall value.

READER INPUT

We give you the ratings for each category. If your own desires are different than ours then you can still work out your own formula. Perhaps you are totally uninterested in packaging. Then you can simply focus on the other category ratings.

YOU CAN'T TELL THE PLAYERS WITHOUT A ...

The actual space taken up by the scorecards is small but they are an essential part of this magazine. The credibility of our reviewers and the magazine itself rides on the scorecards. We want a casual reader to be able to quickly spot the winners and losers each month. We welcome suggestions on how this process can be improved and standardized. Each issue will contain a summary of all ratings from previous issues.

GAME RATING SUMMARY

NAME	PUBLISHER	RATING
Dungeon Master	FTL Games	9.65
Solitaire Royale	Spectrum HoloByte	9.50
Superstar Ice Hockey	Mindscape	9.28
ULTIMA V	Origin Systems	9.25
Bard's Tale III	Interplay Products	9.25
Nobunaga's Ambition	Koei	9.15
Space M*A*X 2.1	Final Frontier	9.15
Where in Europe is Carmen Sandiego?	Broderbund	9.10
Zak McCracken/Alien Mindbenders	Lucasfilm Games	8.90
TV Football	Cinemaware	8.90
Shufflepuck Cafe	Broderbund	8.90
Questron II	SSI	8.90
PHM Pegasus	Lucasfilm Games	8.85
Flight Simulator 3.0	MicroSoft	8.75
The Three Stooges	Cinemaware	8.75
GFL Football	Gamestar/Mediagenic	8.72
Jordan vs. Bird: One on One	Electronic Arts	8.64
Hellcat Ace	Microprose	8.60
Death Sword	Palace/Epyx	8.60
GBA Basketball	Gamestar/Mediagenic	8.52
Tetris	Spectrum HoloByte	8.50
The Games: WinterEdition	Epyx	8.50
Police Quest	Sierra On-Line	8.50
Decisive Battles of the Cival War	SSG	8.40
Shadowgate	Mindscape	8.40
Super Sunday	Avalon Hill	8.40
Jam Session	Broderbund	8.35
Falcon F-16	Spectrum HoloByte	8.30
Project Stealth Fighter	Microprose	8.25
Rommel	SSG	8.20
Tomahawk	DataSoft	8.11
Pete Rose Pennant Fever	Gamestar/Mediagenic	8.00
Zoom!	Discovery	8.00
Awesome Arcade Action	Arcadia	7.90
Hardball!	Accolade	7.78
Platoon	Data East	7.75
Empire	Interstel	7.74
Top Gun	Thunder Mountain	7.63
Sons of Liberty	SSI	7.50
John Elway's Quarterback	Melbourne House	7.50
Gunship	Microprose	7.48
World Class Leader Board Golf	Access	7.40
Sporting News Baseball	Epyx	7.35
Ace of Aces	Accolade	7.26
Rodwars	Arcadia	7.20
Romance of the Three Kingdoms	Koei	7.16
Leatherneck	Microdeal	7.15
A.C.E.	Spinnaker/UXB	6.76
Jinxter	Rainbird	6.75
Kid Niki	Data East	6.75
JET	subLogic	6.58
Hunt for Red October	DataSoft	6.47
NFL Challenge	XOR	6.40
Pro Challenge	XOR	6.24
Ebonstar	MicroIllusions	5.25
VIDEO TITLES		
The Legend of Zelda	Nintendo	9.13
Double Dragon	Tradewest	7.98
RBI Baseball	Tengen	7.68
Contra	Konami	7.63

Snapshots

By Daniel Carr

SPACE DRILL

In SPACE STATION OBLIVION, after years of mining on Mitral, the moon of Evath, vast pressures have built up to the point of blowing the moon up and causing Evath to sprial away from its sun. Driller Federation has sent you in a race against time to drill holes in Mitral's 18 sectors releasing the vapors and saving Evath. Rove the surface of Mitral in the execavation probe, shoot the security devicies that haven't been shut down and teleport a drilling rig into the sector and dig. The game features 3D animated graphics. IBM. EPYX. Circle Reader Service Number 1.

BOO

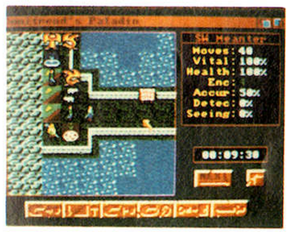
Like DejaVu and Shadowgate, UNINVITED is a point-and-click interactive graphic adventure. The setting this time is a haunted mansion that your car just happens to break down in front of. Getting inside to phone for help is the easy part. Finding your brother and getting out alive won't be as easy. Many challenges and puzzles are there to explore with a user-interface that makes it easy to navigate. Amiga, Atari ST, IBM, Mac, Apple IIGS, MINDSCAPE. Circle Reader Service Number 2.

THREE FOR ONE

TRIPLE PACK is three different, arcade style games in one box. In Beach-Head, a dictator is holding an island and your mission is to sink his fleet, bust through the island defences and assult the fortress. With Raid Over Moscow the commies are planning to launch an attack against the US. To stop this you must fly your stealth bombers from the US's space station (SDI?) and lead a commando mission against the Soviet base. In Beach-Head II, the dictator is back but now his fort is in a tropical forest. You must bust the fort, save the prisioners and finally capture the dictator. C64/128, Atari 8-bit. ACCESS. Circle Reader Service Number 3.

WHERE AM I

DEJA VU is an interactive graphic adventure in which you suffer from amnesia and find yourself framed for murder, mixed up with the mob and involved in many other situations that you don't have the slightest idea about. A deeply detailed world gives you tremendous freedom to explore, with a megabyte of graphic imagery to help you along the way. Amiga, Atari ST, IBM, Mac, Apple IIGS. MINDSCAPE. Circle Reader Service Number 4.



HACK AND SLASH

Get your sword and organize a party of adventures in PALADIN and go hunt for fame and fortune or meet a gruesome death. Your party consists of swordmen, rangers, thieves and mages. The game is more of a conventional wargame than fantasy role-playing in that each member of your party has a number of movement points which are expended to perform a range of actions (combat, terrain and magic) in order to win a scenario. The idea is to raise the stats of your paladin by completing quests. The game also features a scenario builder. Amiga. OMNITREND. Circle Reader Service Number 6.

BUTTON UP

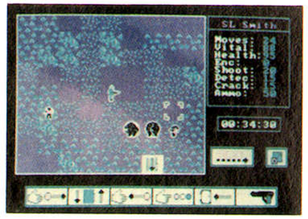
HEAVY METAL is just that. You control an M1 Abrams tank, and Air Defense Anti-Tank vehicle and a Fast Attack Vehicle in the combination arcade-strategy action game. Start at Cadet and qualify by completing combat simulators with each of the three vehicles and then move on to the Tactical Command Section where strategy, tactical maneuvering, combat and supply determine whether you'll be promoted to a five star general or wind up scum. Your rank is determined by a running tally of points based on the completion of each engagement. Amiga, C64/128, IBM. ACCESS. Circle Reader Service Number 5.

CYBERPUNK

Down-load yourself into the pages of Williams Gibson's book NEUROMANCER, s science fiction role-playing game set in the year 2058. You start the game in Japan broke and drunk. Several of your friends have disappeared and you want to know why. Sober and armed with software you then access cyperspace a matrix where private, corporate, government and military "bases" can be reached. These bases may contain the information needed to solve the mystery. However ICE's (Intrusion Countermeasures Electronics), AI's (Artifical Intelligence) and other security programs are there to stop you. C64/128. INTERPLAY. Circle Reader Service Number 8.

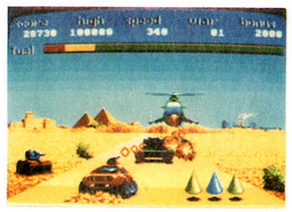
MORE SWORDS

In SWORD OF SODAN you control Sodan, a generic heroic barbarian type, and go hacking and slashing through city streets to reach the castle Cragganmoor. Once inside adventure and more hack and slash await. This arcade-style game features four megabytes of very fast graphics and sound. Sodan himself stands half the screen in highth with nicely done effects when he swings his sword or kills a foe. Amiga. DISCOVERY. Circle Reader Service Number 9.



STARSHIP TROOPER

BREACH is similar to Paladin in that they both use the same system of spending movement points to perform actions to win a scenario. Here the setting is SciFi and you must lead a squad of troopers into battle to kill enemy, rescue prisioners or destroy an installation depending on the victory conditions of each scenario. The weapons available include blasters, rocket launchers, grenades and demo charges. The bad guys consist of robots, aliens, tanks, fixed guns and enemy troopers. The game also has a scenario builder. Amiga. OMNITREND. Circle Reader Service Number 7.



RAMBOS TAKE NOTE!

The world is on the brink of disaster. Wars are running amok all over the place. Order must be restored before the nukes fly. Therefore, in FIRE AND FORGET you have been chosen to drive "Thunder Master", a narly dune buggy. Check it out, it's got a V-16 triple turbo engine and tetra-nuclear propelled missiles. Add another joystick and a second player can activate the "magnetic levitation unit" and ride shotgun for you. Choose from three levels with six conflicts in each around the world. Amiga. Atari ST, IBM. TITUS. Circle Reader Service Number 10.

Next Month: Serve and Volley, Bionic Commando, Reach for the Stars, Karatecka, Rack 'em, Mars Saga, More!

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MasterPLAY PUBLISHING CORPORATION
Games That Go To Your Head

Coming Attractions

Look for a bunch of new games to be featured in the February issue of COMPUTER PLAY. No special sections-just lots of games to read about.

Everything from role-playing to simulations, to strategy and sports is covered in next month's issue. Look for Virus and Spacecutter both from Rainbird, a pair of adventure action games that will keep you jumping.

Dungeon Masters Assistant for Advanced Dungeons and Dragons will take you on an adventurous journey, while P.O.W. will test your will to get out of the enemy prison camp and rejoin the war effort.

F-14 Tomcat will put you in the cockpit of a modern combat jet, and after a mission, you might want to join Jack Nicklaus on the links to shoot a round of golf.

For the wargamer there's The Civil War. You can join the battle at dawn and make the decision that will win the day, or a fatal mistake that will lose the battle for your side.

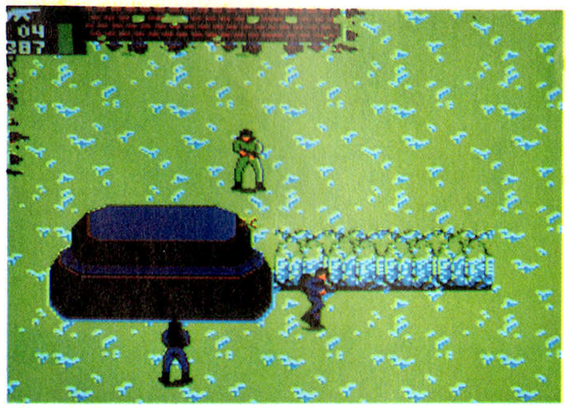
Star Saga One will test the best of space gamers, and put you in the mood for Kosmic Krieg by Alpha Tec. Maybe Rocket Ranger from Cinemaware will be just the adventure you'll want to read about.

Jack Nicklaus' Greatest 18 by Accolade

Also Breach, Ocean Ranger, and Jet Boys will be featured to add a little variety to the usual fare.

Metro Cross from Epyx will be looked at, and several more reviews added to cover all the bases.

Our reviewers have been busy making sure they stay one step ahead of the many new games coming out so you'll be seeing quite a few reviews in the February issue, along with our usual hints, tips, warnings, and letters from our readers. So be sure to pick one up, or better yet, get a subscription.



Airborne Ranger by Microprose

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Nintendo® gamers, the biggest hit of the *decade* is back — just for you!

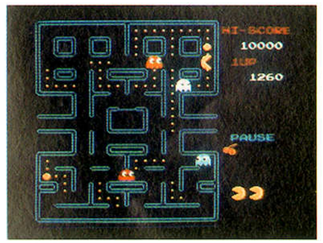
Yes, PAC-MAN is back! And he's just as lovable as ever before. If you remember the incredible excitement he generated, you're ready to relive the phenomenon. And if you missed him the first time around, you're in for the most fun you've ever had on the Nintendo Entertainment System®!

PAC-MAN is ready at your command to blaze around the baffling maze, gobbling up dots, swallowing the occasional fruits and racking up points in a big way.

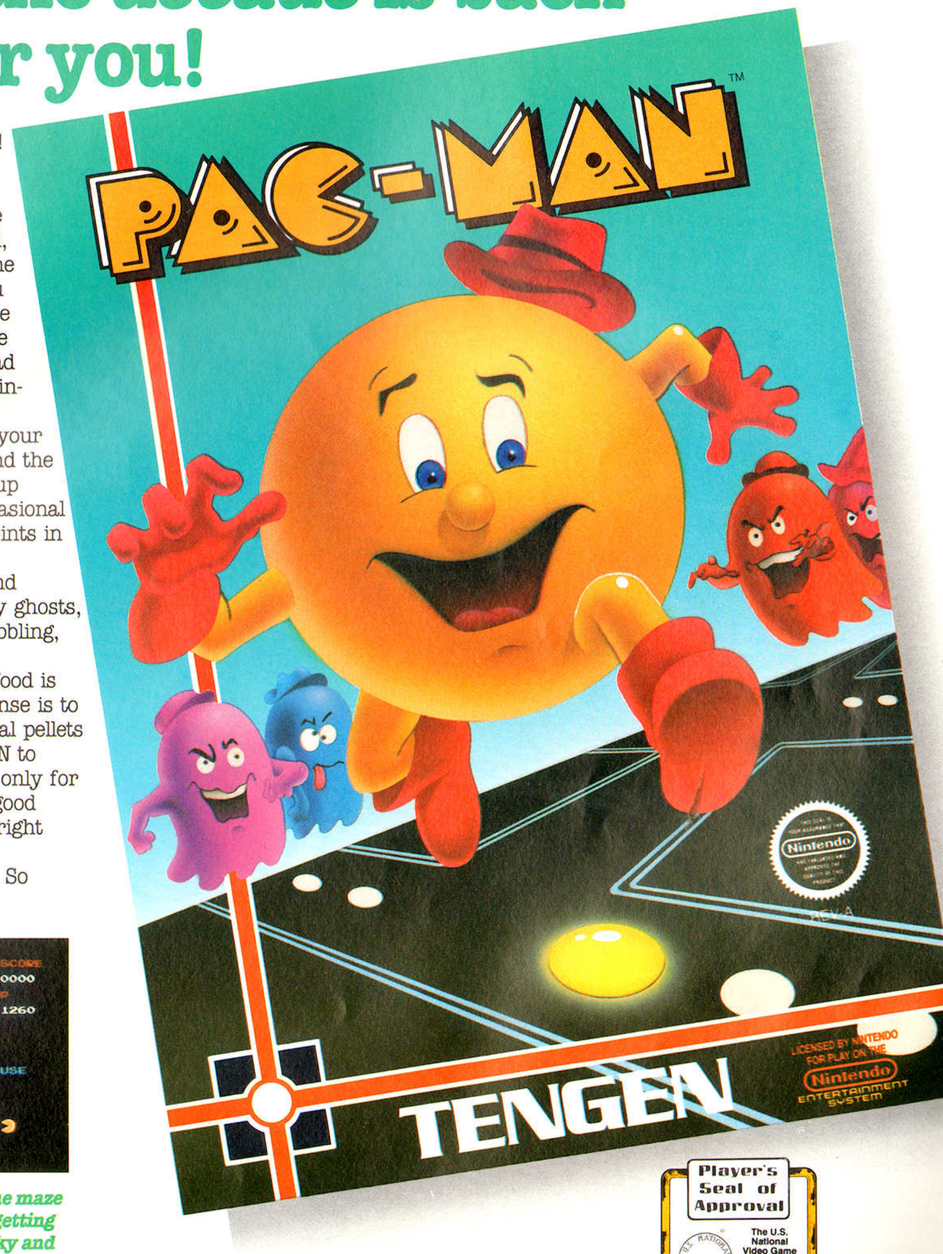
Blinky, *Pinky*, *Inky* and *Clyde*, the not-so-friendly ghosts, are dying to do some gobbling, too.

Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower PAC-MAN to gobble the ghosts — but only for a short while! And like good ghosts, they come back right away to haunt you.

It's a jungle out there. So gobble — or get gobbled!



Guide PAC-MAN around the maze to eat all the dots without getting eaten by Blinky, Pinky, Inky and Clyde. If he can swallow the energizers in time, he'll be able to gobble the ghosts instead — but only for a short while.



Player's Seal of Approval

The U.S. National Video Game Team has endorsed this product in recognition of its superior play value.

Circle Reader Service Number 51.

TENGEN

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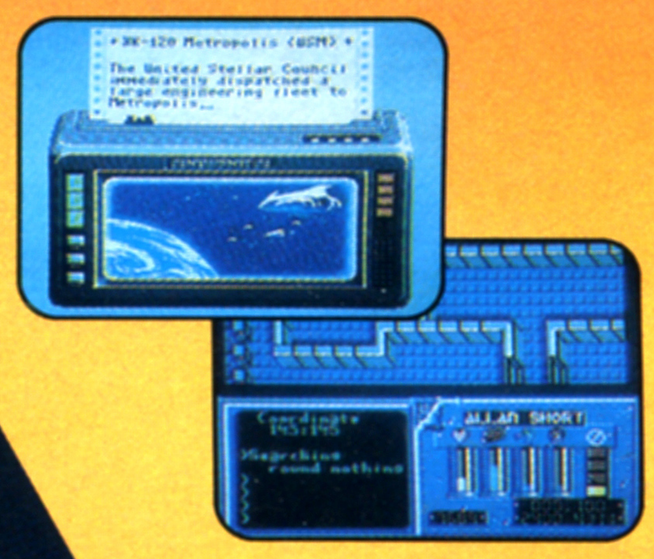
This science fiction role-playing game was created by Chuck Bueche, the author of AUTODUEL®. The fast paced action all takes place in an enclosed high-tech city of many levels.

As you hurry along extensive air-jet subways and slidewalks, you'll need to solve complex mazes and other intriguing puzzles. The challenges are non-stop and full of surprises.

On your mission, you'll face some 16 types of animated robots. Battle them with weapons like phasers, blasters and time bombs.

Confuse them by creating a duplicate image of yourself with the unique holoprojector. Or reprogram them to work for you by mastering the ingenious Directive Override option.



Realistic action allows you to move or climb over objects. Superb graphics on Commodore 64/128!

In 2400 A.D. you step far into the future. But beware. Each step you take could be your last.

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